

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

FAULT LINE

By Kim Eastland



Three AVENGERS™ and SPIDER-MAN™ must unravel the mysterious message, beat the clock, and find the Fault Line before New York runs out of time!



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DAILY



THE PICTURE
THURSDAY, FEB

CONVENTION FEVER

By Jackson Farnston
of the Bugle Staff

Though the unusually warm February weather is not considered "feverish" yet, a fever has gripped New York nonetheless—Convention Fever. No fewer than 18 conventions are running this week throughout the city, most opening today or this weekend.

* The Book Industry of America Convention will be held today through March 2nd at the Krupp Building, which houses most of the city's publishing offices. The highlight of the convention is expected to be the premier of this year's hottest new book release, OTTO OCTAVIUS's™ unauthorized biography, *Steel Tentacles*.

* Ulticon, the "ultimate comic book, sci-fi, and gaming convention," will be held today through Sunday at the Sherman House hotel, just south of Peabody Park.

* The American Law Enforcement Association's 58th Annual Convention will be held at the Phawld Convention Center today through Monday. This will be opened to registered members only. The scheduled guest speaker is CAPTAIN AMERICA™ at 1:30 to 3:30 p.m.

* The Advanced Technical Manufacturers of America's Show, held at the American Trade Center, started yesterday and will run through March 5th. However, many exhibitions of secure or expensive nature will only be on display today through Saturday. This marvelous show, open to the public for the first week, features all the latest advances and inventions in

tech fields, micro-chips, computers, telecommunications devices, and so on. Various agencies of the U.S. Government will have their own exhibits for the first time, and insiders say it will include many previously classified items and film clips.

* Mankind Opposed to Mutants (MOM) will hold its first convention at Berkshire Estates tomorrow. Admission is free and the convention is open to the public.

* The 3rd Annual Mime Convention will be held tomorrow through Sunday at Rockefeller Plaza. Spokesman Tom Henry assured reporters yesterday that there will be enough police protection to prevent a recurrence of last year's tragic olive-loaf incident.

* Veterans of World War II will hold their annual convention at the Phawld Convention Center today through Sunday. Veterans and their spouses are welcome. Widows get free admission plus admittance to a special seminar on coping with loneliness.

* Students for Satire will hold their first mini-convention at Columbia University Saturday and Sunday. Seminars include "How to Save Baby Aliens and Other Tearful Causes," "The Barbed Tongue—Can It Make Money For YOU?," "How to Cash in on the Mutant Scare," and "When is Enough Too Much?"

* The National Independent Gemologists Convention will be held today through Saturday at the Chateau On The Park. In addition to various seminars and social collec-

\$2 million will highlight the convention.

* The 6th Annual New York Toy and Hobby Show that started last Sunday at the American Trade Center will run through March 4th. The public is invited February 25th through March 2nd, but only adults will be permitted as some of the new prototypes may be dangerous.

* The World Trade Center's Annual International Import Show will start tomorrow and run through March 10th. Importers from over 72 nations will be putting their best products forward as thousands of buyers from around the world converge on New York to take in the show. Admission is by appointment only.

* The American Media Association's 14th Annual National Convention will be held at Rockefeller Plaza today through Sunday.

* The Fraternal Order of Rhinos will hold their national convention at the Midtown Plaza Hotel today through Wednesday. Attendance is limited to Rhino members only.

* The United Nations International Science Convention which started February 16th will run through March 15th at the United Nations.

* The New York Fashion Industry's Winter Show at the Bruce Building will open today with a look at the newest in designs and fabrics. Famous New Yorkers, such as the mayor and JANET VAN DYNE™ of WASP™ fame, will add a new note of excitement to the show by modeling some of the hottest original designs of this season.



BUGLE

25¢

E NEWSPAPER

Morning EDITION

BURUARY 25TH, 1985

COURT BUILDING TO BE REDONE

By Julie Laskin
of The Bugle Staff

"Battered, worn, and ready to collapse," is how Judge Martin Miller recently described the Criminal Courts building that occupies the 400 block between North Hayes and Garfield Streets.

In the past five years, Judge Miller has presided over 50 trials involving criminals who have enhanced powers. The cause of the Judge's jovial mood was undoubtedly the elation he felt when hearing of the city's decision to renovate the old building, instead of tearing it down, as had been rumored.

Official ceremonies closing off the famous "super-court" for renovations will be held at 10:00 a.m. tomorrow. To mark this special occasion a member of the world-famous AVENGERS™ will be on hand. The BLACK KNIGHT™ will handle the dedication duties.



SPIDER-VIGILANTE

Editorial By
J. JONAH JAMESON™

Recently, one issue has taken over the headlines and front pages of this city's newspapers. Television and radio newscasts seem obsessed with the controversy, politicians steer away from it as if it were the plague. I am referring, of course, to the subject of vigilantism.

The approach most of these tabloids and news departments are taking is that of "the New Right," or conservative movement that is making itself known in this country by way of individual acts of vigilantism. This is hogwash. The trend toward accepting vigilantes started years ago and started in this very city. We have had vigilantes roaming our streets since then, posing as costumed crimefighters. But are they crimefighters, or are they power hungry anarchists who thrive on their ability to be judge, jury, and, yes, sometimes, executioner all at once? This is the beginning of a twelve-part editorial series covering the subject of vigilantism and those who use it in the guise of heroism. We will be looking at heroes who have been branded vigilantes in the past, but have proven time and time again that they serve and protect the city and country; heroes such as the Avengers under government supervision. We will also look at the growing fear of mutants and whether they should be allowed to exercise their powers unregistered and uncontrolled. But, for the first two installments, we will look at two dangerous cos-



much threat as protection to our populace. We will begin with the most dangerous "hero," Spider-Man.

For years the controversy has raged around this web-slinging hoodlum. It has long been the stand of the DAILY BUGLE™ and its ownership that Spider-Man represents a grave and very real danger to the people of New York.

(editorial continued on page 4)

AIRPORT SECURITY TIGHTENED

By Max Sterling

UPA

UPA journalist Max Sterling has discovered that officials at New York's La Guardia airport tightened their security procedures today in readiness for the arrival of valuable overseas shipments.

MARVEL SUPER HEROES™

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FAULT LINE

By Kim Eastland

Is there an unknown fracture in the bedrock below the Big Apple? Or is there some other meaning to the mysterious last words of a reliable informant now lying comatose in a hospital? The police, up to their necks with hundreds of thousands of tourists flocking to New York City for the convention season, turn to the city's costumed citizens for help. Can the AVENGERS™—CAPTAIN AMERICA™, WASP™ and BLACK KNIGHT™—with the Amazing SPIDER-MAN avert a disaster of unprecedented proportions? Only if they can discover the Fault Line in time!

To play this adventure you need the MARVEL SUPER HEROES™ Role-Playing Game. Fault Line contains the new MARVEL SUPER HEROES City Map #3, a page of Adventure Fold-Up Figures, a simulation of a section of the Daily Bugle, and a 16-page booklet that represents a new step in the MARVEL SUPER HEROES Role-Playing Game.

Unlike past MARVEL SUPER HEROES modules that contained chaptered adventures, the adventure in this module is variable. Known heroes and villains, NPCs, an adventure theme, and timed events are included for your use. In this module the Judge may customize the adventure, using what has already been provided to save time.

City Map #3 provides a new detailed section of the city that you can insert into your campaign. Specific buildings and areas are detailed in the booklet, complete with inhabitants, events, valuables, etc.

HOW TO USE THE SETTING

City Map #3 is located south of City Map #1, found in the MARVEL SUPER HEROES Role-Playing Game. City Map #2 can be found in MHAC-6, NEW YORK, NEW YORK™. The newspaper sample is for use by the Players with the adventure provided.

The Judge should read the entire booklet carefully and study the map before starting to play. Any changes or additions you wish to make should be written down for fast and easy reference. If you greatly alter the setting or adventure, make sure it is balanced and follows some logical theme. (In other words, don't just plop down GALACTUS™ in the adventure unless you have a good reason for him being there and you are willing to commit a lot more heroes to the action.) Randomly placed villains, illogical events and locations usually make for uninteresting gaming.

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**Special Thanks to Juvenescent Jeff
Grubb for his invaluable assistance**

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POB 756, Lake Geneva, WI 53147**

**ISBN 394-54873-6TSR0600
0-88038-227-9
6866XXX1501**



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SECTION 1: ***THE ADVENTURE***

INTRODUCTION

Fault Line is an adventure involving a tangled web of smaller crimes that are actually a smoke screen for one big crime. Instead of giving the Judge a chapter-by-chapter, move-by-move account of how the crime must be solved and the criminal captured, the Judge is provided with information on all of the crimes, where and when they will occur, and further descriptions of the various locations shown on City Map #3.

Mastermind's Master Plan

The entire criminal plan behind Fault Line starts with a desire for revenge by the mutant MASTERMIND™ upon his old foes, the X-MEN™. He has been in hiding for quite some time but has used the same connections that brought him in contact with the HELLFIRE CLUB™ to gather vital information for an upcoming crime that would net him millions. He has learned two very important facts about New York's Leindecker Insurance Company: a) they are bringing in a multi-million dollar shipment of diamonds for one of their customers and b) their building is not structurally sound.

The diamond shipment is scheduled to arrive February 25th at 2:00 p.m. at La Guardia airport (hence the bit of info on the front page of the Bugle). It is then scheduled to be delivered to the Leindecker Building at 3:30 p.m. and secured in their vault on the 14th floor. Mastermind waits until the next day, the 26th, to strike.

Mastermind got wind of the structural defect of the Phawld and Leindecker buildings quite by accident. It seems that the construction company decided to increase its profits by building the center with shoddy materials and cutting corners on the amount of supports holding up the building. A tiny fracture already exists on the center's roof; a dangerous fault line that can only be seen if looked for (an Intuition FEAT roll is allowed only if the player announces that his character is looking for something unusual on the roof, checking for stress, etc..)

It is Mastermind's intention to detonate a large bomb over the fracture that will cave in the top floor of the building. But it is a larger, second bomb, already secured to the main supporting cable within the center, that will detonate a few minutes later, caving in the top floors of both buildings and doing serious structural damage throughout the Convention Center. Both

explosions must go off for this to occur. If one or the other is prevented, only the top floor of the convention center will collapse. The explosion will endanger the thousands of people attending the various conventions in the Phawld Center and all attention will be diverted to evacuating those people from the Leindecker Building's remaining top floor.

Using his powers of illusion, Mastermind then intends to pass himself off as a New York City Police Captain who has arrived to see to the safe transportation of the diamonds from the endangered building. The insurance company management should be eager to secure the diamonds and will gladly open their vault and transport the gems down to the lobby where Mastermind's two hired thugs will be waiting, dressed as cops. Outside, Mastermind will commandeer one of the abundant police vehicles that has arrived to handle the Phawld disaster, and they will simply drive away with the diamonds. The confusion and chaos throughout the downtown area should cover Mastermind's escape. However, before he opens the fault line, he must create distractions for any heroes that may hinder him.

Placing the bomb over the fault line in the roof's ventilation machinery and on the main cable was no problem. It was performed in the wee hours of the morning on the 2nd. What does worry him is a snoop known as Frankie the Snitch who, for the past few days has been asking questions about a possible diamond heist in this section of town. It is possible that Frankie has stumbled on to the caper, so Mastermind will send his two hoods on the morning of the 25th to rough up Frankie and make sure he isn't around. Just in case the snitch has told the cops or a hero, Mastermind has planned a few diversionary tactics to keep them too busy to search for any "supposed" bomb.

Through the use of illusions of street contacts, Mastermind has separately contacted local gangsters, punks, the GRIM REAPER™, and THUNDERBALL™, and laid out "perfect" heists for each of them (see Section 2: Events). Mastermind has also studied videotapes of JUGGERNAUT™, the deceased LIVING LASER™, and the SWORDSMAN™, also deceased. He plans to use these to divert attention on the day of the heist (by creating illusions of them).

This is the core plan behind the Fault Line plot. The diamonds will later be

fenced on the west coast and the money used to launch a plan of revenge against the hated X-Men. No one should suspect anything because no one should know of the \$12 million diamond shipment. No one, that is, except Frankie the Snitch.

Frankie the Snitch: As explained in his character description, Frank Harlon is quite resourceful and has a nose for news. Days ago he found out about the upcoming security clamp at La Guardia Airport and followed that lead until he was sure of a valuable incoming shipment. Snooping around for info on the Leindecker Co., he discovered their newest client, Maxom Jewelers, was scheduled for a huge shipment of jewels soon. But try as he might, he could not find which couriers Maxom would be using for the importation. That is when his Intuition kicked in and led him to suspect the jewels were being brought in by Maxom's insurance company, Leindecker, instead of the usual private couriers.

Frankie began to sniff around the underworld, asking for anything about a diamond heist. Eventually one source told him he had heard someone was sending thugs to keep Frankie off the streets. On the morning of the 25th, before he could reach the police, he was caught and beaten by Mastermind's two hoods. They were careless, though, and thinking Frankie was completely unconscious, began to talk about the upcoming explosion over the fault line between the Phawld and Leindecker buildings, and how rich they were going to be after stealing all those diamonds.

When they left, Frankie was able to crawl to the street. Amazingly, a cabbie picked him up. While in the cab, Frankie found the morning newspaper a previous fare left behind and he tore off the top half of the front page as a clue. By the time the cabbie delivered him to the 10th Precinct Station House he was only able to mutter a few phrases before lapsing into unconsciousness.

The phrases alerted the on-duty detectives enough to immediately start investigating. One of the utterances, "fault line," makes no sense at all to the police (actually Frankie was trying to say "Phawld-Leindecker" but passed out). He was rushed to St. Arbogast Hospital, where he is in intensive care. He can only be seen by his doctor or with police clearance.

INITIAL ENCOUNTERS

The adventure begins with each character acting on his own to foil a crime.

Spider-Man starts on top of the Midtown Plaza Hotel. Read him the following:

As you were swinging along past the Midtown Plaza Hotel this morning your spider-sense started tingling madly. A quick circling of the block has confined the area of danger to the top floors and roof of the hotel. But initially, you can see nothing unusual up here.

Spider-Man is allowed an Intuition FEAT roll to spot the short hood hiding in the roof garden's foliage. The hood (see Crook statistics at the back of this booklet) is armed with a sniper's rifle (normal rifle statistics but the assassin gets two shifts to the right when using it, five shots). His job is to assassinate one of KINGPIN's™ lieutenants, Joseph Merrir, who he knows will be arriving across the street at the 1st National Bank of New York this morning. He has been distracted, however, by Spider-Man swinging by. If Spidey does not spot the hood in time, the hood will get a good shot at him. Whether he spots the would-be assassin and tries to stop him or he is shot at, he has already, inadvertently, stopped the crime, as the assassin wants nothing to do with Spider-Man. The assassin takes one shot at Spidey, then moves to the southwest corner of the roof garden. There he has some mountain climbing gear. He rappels down the side of the building, three stories at a time. He tries to get to his car, parked west on 3rd Avenue, next to Madison Antiques.

Captain America starts at ground level outside the Sherman House, just south of Peabody Park. Read him the following:

While engaged in a subway patrol this morning, you spooked a teenage mugger. You have both just exited the subway on West 4th Avenue, south of Peabody Park. While the punk had a good lead on you, he has just run across the street into the park and collided with a policeman.

The punk (see Crook statistics at the back of this booklet) hit the policeman in the back by surprise. He has taken the policeman's .38 revolver (five bullets in the revolver and another six on the belt) and has him in an armlock, with the pistol to his head. With such a hostage the punk is pretty confident and will yell threats at Cap if he gets closer than two areas to the punk. The punk, continuing to use the

policeman as a hostage, will continue north along the park, trying to get to his motorcycle, which is parked on the corner of West 6th Avenue and North Harrison Street. Once there, he will slowly mount his cycle, start it up, push his hostage to the ground, and try to get away. The danger here is very real and Cap must handle this with extreme caution. The best time to act is when the punk tries to drive away.

Wasp and **Black Knight** start on the roof of the New York Dispatch Building. Read them the following:

This morning finds you waiting to greet a political exile who the Dispatch is flying in for an interview. The man is Manny Ad Abbi, whose democratic African government was recently ousted by a military coup. Manny agreed to come to New York for the interview only if the newspaper would guarantee him that two of the world-famous Avengers would be there to protect him from terrorists.

As the helicopter touches down, gun fire erupts from the top of the Monson Building. Miraculously, Ad Abbi and the pilot escape injury, but are pinned down. Two terrorists (use Hood statistics at the back of this booklet), each with a sub-machine gun, empty their clips at the helicopter. They then start running, one down the fire escape to the north of the Monson Building onto the roof of the Bruce Building, the other through the door that opens onto the roof of the Monson Building. As they run they discard their empty clips and replace them with full ones. It will take both of the Avengers to track them down as they are going in two completely different directions.

The terrorist who has gone to the north will continue down the fire escape of the Bruce Building, firing at any costumed hero or policeman who tries to stop him. His intent is to continue north (into City Map #1) and get lost in the early morning crush of workers (an Agility Feat roll for every block he goes to do this).

The terrorist who has entered the Monson Building will not bother with hostages. He will take the stairway (which no one is using at this time of the morning) down to the sub-basement and hide out for an hour, hoping the authorities will believe he slipped out of the building. Use the inside map of the Globe Press factory that comes with the MARVEL SUPER HEROES Game to represent the sub-basement. There is only one stairway out of the sub-basement. He has previously hidden a change of clothes here and is wearing a false beard. He will immediately change

clothes and discard his beard, throwing them all in the basement's shredder. After an hour he will also discard his weapon, then try to walk out like an innocent man. If a hero has not been able to find him by this time, it will take an Intuition FEAT roll to recognize him.

Initial Wrap-up & Karma.

All of these encounters take place during a vague morning time slot. This is because once the heroes have apprehended the criminal and are bringing him to the 10th Precinct, or have lost the criminal and are reporting it to the 10th Precinct, they coincidentally arrive at roughly the same time (9:45 a.m.) and are filled in on the beating of Frankie the Snitch.

Karma may be added or subtracted for capturing a criminal (+ 20), losing a criminal (-20), or any destruction of property that the heroes might have caused (-10), etc.

Heroes Assemble

At 9:45 a.m., when the heroes are all at the 10th Precinct together, the detectives on duty ask for their help (while Spider-Man is not initially welcomed by the police, Cap will vouch for him after their working together during the SECRET WARS™). The detectives tell them the following:

- 1) A reliable informant, Frankie the Snitch, was badly beaten almost two hours ago. Despite his condition he was able to make it to the police. He is now in critical condition at St. Arbogast Hospital.
- 2) The policeman who helped him out of the cab reported that he mumbled a few phrases, though they were hard to understand through his swollen lips. They were: "disaster," "thousands will die," and "fault line."
- 3) Clutched in his hands, as he was taken from the cab, was the top half of the front page of today's Daily Bugle. (Give the players the newspaper facsimile.)
- 4) The police believe that, by and large, Frankie's movements over the last 24 hours were confined to an area between West 3rd and 6th Avenues and between North Hayes and Harrison streets.
- 5) The doctors say Frankie may drift in and out of consciousness over the next few days, but one should not count on a recovery. He may worsen at any time and die.
- 6) No one at the Station House knows what Frankie was working on (if asked, none of the heroes know either).

There is no set course of action the player characters must follow. They can go anywhere on the City Maps, and can check with locations and authorities off of the maps. As you might expect, this will require a lot of invention on the Judge's part, thinking on his or her feet, not just reading the text.

CLUES & INFORMATION

Some clues may be found in location descriptions in Section 3. Check there for clues when player characters investigate locations. The Judge should be careful to keep track of how much time each character spends, as this is a race against the clock.

Some information may be gained during an event. These will be spelled out in Section 2: Events.

From time to time Frankie the Snitch will regain consciousness and let a clue drop, then pass out again. These can be found on the Adventure Timetable at the end of this section.

Some clues not provided in location or event descriptions or by Frankie can be found in the following section. If the heroes follow a lead that is not covered in this adventure let them sniff it out for a while, then tell them they think it's a cold trail or, if you think it's an original idea, develop it yourself to coincide with the given information.

Miscellaneous Clues

These are some miscellaneous clues the heroes may dig up. Where the clue may be found is in bold letters.

Newspapers Glancing at the rest of the morning newspaper (besides the section supplied) will reveal no more valuable information. If someone studies the whole newspaper, taking at least an hour and a half, they will notice that the super criminal known as the MANDARIN™ has been seen in the continental U.S. and is wanted by the feds. (See MH 7, "The Last Resort," for the reason why.) Thunderball is also mentioned as having been spotted on the east coast.

J. Jonah Jameson Why anyone would contact him is hard to understand, but sometimes heroes will go to great lengths to solve a crime. Any Avenger contacting him will be treated respectfully, but gains no helpful information outside of the obvious fact that this is a bigoted bore of a man. Spidey will receive nothing but harassment, but he may have fun baiting old J.J.J.

La Guardia Airport Any hero contacting La Guardia will only be told that imported

valuables make it necessary to tighten security. Nothing more will be voluntarily said. If the hero can convey the importance of this information to the head of La Guardia security, he will only suggest that they contact Regina Cassini at Leindecker Insurance Co.

Regina Cassini Any hero calling Miss Cassini at Leindecker Insurance will be told that they must come and see her in person. For more on this, see the Location Description of the Leindecker Insurance Building.

Max Sterling, Reporter While not revealing his sources, Max Sterling will tell any known hero, face-to-face, that he believes there is a jewelry shipment coming in of immense worth. If the hero conveys the importance of this information to Sterling (in the Judge's opinion), Sterling will suggest they call a Ms. Cassini at Leindecker Insurance Co. He will give no information over the phone. Sterling can be contacted at the NY UPA office or at home in the Lower East Side.

Jackson Farnston, Reporter This reporter knows nothing of any importance to the players. He does love to talk, though, and will tie up the hero questioning him for at least half an hour before the hero realizes that this is getting him nowhere.

Julie Laskin, Reporter Julie is more of the investigative type of reporter. Anyone trying to contact her will be told she is camped out on the doorstep of Clive & Barnes Architecture Firm, trying to get an interview. (Clive & Barnes is located in the Charette Building.) A hero going there to talk to her will learn that she is investigating rumors of a state criminal investigation of many buildings Clive & Barnes has designed in the last 20 years, including the Phawld Convention Center. Nothing else of importance can be gained from her.

Clive and Barnes Though they will not talk to Julie Laskin, the two elderly architects will surely talk to any heroes who come to see them. They will say that, yes, they are being investigated, but they are innocent (which they are). They suspect that the sub-contractors who built their last few buildings, including the Phawld Convention Center, used sub-standard materials. Those sub-contractors have either been indicted on other cases or have left town for parts unknown. In their office is a model of the Phawld Convention Center. If anyone asks them if the building could collapse, they will explain that not only would a crushing blow have to be delivered on the roof, but also on one of the three main support cables as well. They will point out the cables on the model. Both Clive and Barnes are at their office from 8 a.m. to 5 p.m. during the week.

Emmanuel Loomis, Cabbie The cabbie

who picked up Frankie the Snitch found him crawling out of the alleyway on the south side of West 5th Avenue between North Arthur and Cleveland Streets. He wanted to take Frankie to the hospital but Frankie insisted on going to the nearest Precinct House.

If asked about the newspaper the cabbie will tell them he heard a tearing sound and looked back to see Frankie slowly and carefully tearing the front sheet of the newspaper off. He distinctly heard him say, "can't let him kill thousands..." The cabbie will also verify the police account of what Frankie said at the station house.

Avengers' Crime File Any Avenger who wishes to look up the name of a super powered villain may do so by referring to MH AC 2, "Avengers Assembled" character roster.

PETER PARKER'S™ Connections Peter Parker has connections with several newspapers in New York and can go through their "morgues," the extensive files on any major character or villain ever written up. This will give Peter (and thus, Spider-Man) the basic history and powers of any known villain.

Street Contacts The street is quiet, too quiet. Any contacts that the heroes are working with tell them that something pretty heavy must be going down soon, because no one will talk. They think Frankie was beaten by two hoods working for a mutant, not a crime organization. At least that is what their info says.

Police The police will tell any hero with a popularity of at least 10 any updated information they have received. These updates will appear on the Adventure Timetable. The police saw Frankie in their neighborhood on and off all day. This is how they arrived at the conclusion that he spent the last 24 hours in the specified area. Frankie's address is listed as 890 N. Arthur Street, Apt. 5. (Northernmost building in the block listed as "apartments and low-rent housing," second floor.)

Geological Information Anyone calling any local, state, federal, or private agency or institution that deals with geology will find out that New York City is built on bedrock and there is no dangerous fault line anywhere near it. An earthquake, natural or induced, is pretty much out of the question.

FBI The only information pertaining to this case any hero could glean from the FBI would deal with the article concerning the Mandarin and Thunderball found from reading the newspaper carefully. The FBI will confide in any Avenger who can prove his identity that the Mandarin was last seen months ago in Idaho and that Thunderball was seen a week ago in New Jersey.

ADVENTURE TIMETABLE

This timetable lists scheduled events and crimes pertaining to the adventure. It is in chronological order. No set schedule is given for meals or sleep. If a hero takes at least 15 minutes out to eat, three times a day (no longer than eight hours between meals) then he will be fine and suffer no penalties. If a hero can catch a total of six hours of sleep during a 24-hour period (with at least one segment being three hours long) then he will be fine and suffer no penalties.

Since the clues that Frankie gives here are the main source for solving the case if the heroes do not follow up on the numerous other clues provided, the Judge should explain to the players that it is up to their characters to contact the police or the hospital for any news. There is no way the heroes can easily be reached while in the streets. (In other words, if they don't ask if Frankie has uttered more clues, don't tell them.)

THURSDAY, FEBRUARY 25

8 a.m. The New York Fashion Industry's Winter Show opens at the Bruce Building.

8:30 a.m. Frankie the Snitch is beaten up. By 8:45 a.m. he is at the 10th Precinct Station House and in the hospital by 9:15 a.m.

9 a.m. The Book Industry of America's Convention opens at the Krupp Building.

9:45 a.m. The mini-adventures for the player characters are wrapped up and everyone arrives at the 10th Precinct with a criminal.

10 a.m. All player characters are filled in on the case.

10:30 a.m. The Veterans of World War II Convention opens at the Phawld Convention Center. Peter Parker's AUNT MAY™ attends.

The American Law Enforcement Association's Convention opens at the Phawld Convention Center.

11 a.m. The National Independent Gemologist's Convention opens at Chateau on the Park.

Noon Ulticon opens at the Sherman House.

12:30 p.m.-1:45 p.m. Peter Parker is to have lunch with Aunt May at the Phawld Convention Center.

1 p.m. Frankie regains consciousness long enough to say "...gems, they're after the gems..."

1 p.m.-6 p.m. The special emerald display at the gemology convention at Chateau on the Park is open to the public.

1:30 p.m.-3:30 p.m. Captain America is scheduled to speak at the American Law Enforcement Association's Convention.

1:45 p.m. Event 1: "The Mandarin" attends Ulticon.

2 p.m. The Leindecker diamond shipment is scheduled to arrive at La Guardia Airport but, due to heavy air traffic, will not actually arrive until 3 p.m.

2:20 p.m. Event 2: Hoods hit the Royal Gem Jewelry Store

3 p.m. The Leindecker diamond shipment arrives at La Guardia Airport.

3:30 p.m. The Leindecker diamond shipment is scheduled to arrive at the Leindecker Building under the pretense of a Speedy Package delivery, but the delayed flight and heavy traffic in town delay the actual arrival of the gems until 5:30 p.m.

4:45 p.m. Event 3: Thunderball Strikes!

5 p.m.-7 p.m. The Wasp is scheduled to model new fashions at the Bruce Building fashion show.

5:30 p.m. The Leindecker diamond shipment actually arrives at the Leindecker Building. If a hero is in the area and watches the arrival, he will notice that something is fishy. There are too many deliverymen for too few packages and no delivery company delivers in this part of town after 5 p.m.

7 p.m. Frankie the Snitch mutters "master... mind...is," then lapses into unconsciousness again.

7:30 p.m. A bad accident on the bridge north of City Map #1. Police cars and ambulances can be heard all over downtown as they rush to the bridge.

8:30 p.m. Black Knight is scheduled for an Avenger's press conference at the Media Convention at Rockefeller Plaza. He is the only one who must attend, but Cap and the Wasp may also show up if they wish.

10 p.m. Event 4: Punks steal a car.

10:20 p.m. Frankie sits straight up in his bed, hollers "three o'clock...the bomb will blow at three o'clock on Friday," then passes out again.

11:05 p.m. Event 5: Three punks hold up Roudels liquor store.

11:55 p.m. A burglar alarm goes off at Barris Jewelers. It is a false alarm.

FRIDAY, FEBRUARY 26

3:15 a.m. Event 6: Hood hit.

5 a.m. Frankie has had a bad night. He keeps tossing and turning and mumbling something. Around 5 p.m. his nurse finally understands he is trying to say "split building."

7:30 a.m. The United Nations International Science Convention's public exhibition opens.

8 a.m. Mankind Opposed to Mutants opens its seminar-oriented convention at Berkshire Estates. (Upper East Side.)

8:15-9 a.m. Captain America has an appointment to be interviewed at WMAR Radio Station.

8:20 a.m. The World Trade Center's International Import Show opens. Thousands upon thousands of people will attend this convention, then go to other retail-oriented conventions in New York City.

9 a.m.-6 p.m. The special emerald display at the gemology convention at Chateau on the Park is open to the public.

9:05 a.m. Event 7: Mastermind's illusions of the Living Laser and Swordsman appear to draw attention away from the convention centers.

9:30 a.m. The 3rd Annual Mime Convention begins at Rockefeller Plaza.

9:45 a.m. Protesters against the U.S. government's "Star Wars" research gather at the American Trade Center, carrying signs and chanting various protests. They will continue this for the duration of the convention. They have a legal permit and the police will not interfere with a peaceful protest.

10 a.m.-11:30 a.m. The Black Knight must attend the official ceremony at the Criminal Courts Building for the renovation of the "super-court." (See newspaper article.)

10:30 a.m.-12:30 p.m. The Wasp is to model again at the Bruce Building fashion show. If she attends, the mayor will confide in her his worry about traffic jams in this area of the city this afternoon. Business is so hectic, what with the conventions and all, that if an emergency arose, he is afraid that police, fire, and other emergency vehicles would not be able to get through.

11 a.m. Frankie shows signs of regaining full consciousness soon.

Noon Event 8: The Grim Reaper attempts his emerald heist at Chateau on the Park.

12:30 p.m.-1 p.m. Peter Parker is to meet "ROBBIE"

ROBERTSON" at Murphy's for lunch to discuss a new photo layout about industrial pollution.

12:45 p.m. Protesters concerned with animal rights gather at the Midtown Plaza Hotel to draw attention to the Fraternal Order of Rhino's penchant for fraternity fezzes made with real rhino horns. Rhinos are endangered and the fraternity seems to be helping poachers by creating a market for their illegally obtained horns. The protesters are marching on the north side of the building, across from the Phawld Convention Center. This group has a legal permit to march.

1 p.m. An explosion on the eighth floor of the American Trade Center rocks the area. If any character investigates, they will find that a "Rollicking Ricky Robot" accidentally went berserk and rammed a display table for a "Junior Chemist's Lab Set" at the Toy and Hobby Show. The chemical acids mixed and fell down on little Ricky's batteries. He exploded, igniting all the other chemical sets in the display. Miraculously, no one was hurt, though a fist fight is still going on between sales reps from the two companies involved (Fighting POOR).

1:30 p.m. Frankie comes out of his coma, but won't be able to speak for a while.

2 p.m. Event 9: The Juggernaut goes berserk in Rathbone Park.

2:15 p.m. Frankie opens his eyes, looks at the bedside clock, grasps the nurse's arm and croaks out, "Bomb...Phawld-Leindecker buildings," then sinks back down.

2:40 p.m. Frankie's doctor is able to bring him around again. "The rooftop, the bomb is on the rooftop...goes off at three...another one inside." The police will make a valiant effort but will not be able to get the bomb disposal squad there from another precinct because of the heavy traffic.

3 p.m. Event 10: The first of Mastermind's bombs (the one on the roof) detonates if it has not yet been found and disposed of, causing the deserted top floor of the convention center to collapse.

3:05 p.m. The second of Mastermind's bombs (the one inside the convention center) detonates if it has not yet been found and disposed of.

3:10 p.m. When reminded about what he said when unconscious, Frankie remembers hearing the thugs who beat him up mention the mutant Mastermind as their boss.

An immediate APB for all units to be on the lookout for Mastermind is transmitted, though no one knows what illusion/disguise he may be using.

3:15 p.m. Event 11: Mastermind and his thugs arrive at the Leindecker building, disguised as police. If undetected and unopposed, they will leave with the gems 15 minutes later.

3:45 p.m. The two policemen who have had their squad car commandeered by Mastermind discover from their captain that no one was authorized to take it and no one on the force knows where it is. An APB of the squad car's markings is broadcast. Due to heavy traffic it has not yet left City Map 1, though it is heading north on Arthur Street and has been held up in front of the Randolph building.

4 p.m. The convention areas (City Map 3) are ordered closed by police for the remainder of the day until law and order can be restored.

4:30 p.m. Frankie slips into a deep sleep. He will be hospitalized for quite a while but will live.

SECTION 2: **EVENTS**

The following events appear in chronological order in the Adventure Timetable. More complete descriptions of each event are included in this section.

Background

When Mastermind is not providing the illusions of Living Laser, Swordsman, or Juggernaut, he is sitting in his hotel room. This is on the 20th floor of the Midtown Plaza and overlooks the Phawld and Leindecker roofs. Starting with the morning of the 25th, he has been sitting at the window, and watching the roof bomb's location. If anyone checks the bomb's actual location, he will project an illusion that the bomb is not there. However, at this distance, looking through glass is distorting. Therefore the searcher's Intuition is shifted two columns to the right for purposes of a FEAT roll vs. the illusion. If the character is searching at night and is wearing black, like Spidey's night costume, Mastermind cannot see him and will not produce the illusion. Similarly, if the Wasp is in her tiny, flying form she cannot be seen and the illusion will not be produced. Any other method used to locate a bomb (10th Precinct has a dog for such cases) cannot be foiled by an illusion. When Mastermind rests, one of his hoods watches, ready to wake him if necessary. Mastermind is the only guest to request a room with this view, so if the characters stumble onto the caper they might be able to locate his nest.

If the heroes locate and defeat Mastermind before the bombs go off, he will reveal the location of the bombs to them. He is not so stupid as to want hundreds of counts of murder on his head. If the characters find the bombs and deal with them appropriately, they cannot be sure of ever catching the perpetrator. If Mastermind finds out that the bombs have been discovered, but sees no more security precautions than normal at the Leindecker Building, he will attempt to complete his heist. Each bomb has a timer on it that shows how much time is left. The roof bomb is set to explode at 3 p.m. on the 26th; the second bomb was improperly set and will blow at 3:05 p.m.

EVENT 1: "Mandarin" Appears at Ulticon

Preface this event with the heroes being near a television set (in a storefront window, apartment, etc.) and seeing the end of a newscast showing scenes of the Mandarin threatening gamers and comics fans at Ulticon. The heroes do not know it is a

fan hamming it up for T.V.

Since the newspaper mentions the Mandarin being spotted in the U.S., this is a great way to lead the heroes down a blind alley.

All this aside, Mandarin is *not* attacking Ulticon. He is not even at Ulticon. The "Mandarin" is only an ardent comics fan who has created a remarkably true-to-life costume and happens to resemble the Chinese exile. If the heroes suspect something is not right, then they can call the campus or the police and find out it's all a stunt. If, however, the heroes race to the scene and confront Mandarin without checking him out first, they will make first class fools of themselves (loss of Karma depends on how big a fool).

EVENT 2: Hoods Hit Royal Gem Jewelry Store

This jewelry store is being hit for two reasons: a) because it is rich with loot and b) because it has fallen behind on its payments to a protection racket in town. There are two hoods involved (Rocko and Buggy). The new clerk hit the silent alarm the moment she saw the guns, which has brought dozens of cops streaking to the scene. Any hero in City Map #3 cannot help but notice this and can easily find the crime in progress. The S.W.A.T. team is on its way and will arrive 10 rounds after the hero (or heroes) does.

Rocko has a sawed-off pump-action shotgun that holds five shots. He also has 10 extra shells in his pockets. Buggy has a submachine gun. Fortunately, the only person in the store was the young clerk, but she is now being held hostage. The police have covered the area completely, but the hoods are demanding safe transport to the airport and a jet—or the girl gets it.

Once the girl is set free she will tell any hero who helped rescue her that "It was real weird, like they expected me to expect them! They seemed real surprised when I resisted them. One even asked me what I thought I was doing, tipping off the cops like that."

At this time a FEAT roll vs. Intuition is allowed. A successful roll indicates that the hero has guessed that a protection racket is involved here. A little black book in Rocko's pocket lists many establishments, including the Royal Gem.

The owners will have come to the store by this time. If one of the heroes asks the owners about protection money they will admit to paying it to the KINGPIN'S™ orga-

nization. Any surviving hood will soon have his bail posted by Joseph Merrit (see his section of the Crooks descriptions).

EVENT 3: Thunderball Strikes!

Mastermind has set up this crime, under a different guise, to take any hero's mind off the convention sites. Posing as the wealthy slumlord Ronald Redock, who owns DSL Studio (City Map #1, lower right hand corner), he is offering to pay Thunderball to demolish the building. This circumvents dealing with any unions that he says slow down his time schedule. He has assured Thunderball that the police have been bribed to look the other way and, even if Thunderball is "accidentally" caught, the slumlord will not press charges.

Thunderball must destroy the building, an old map-making studio, in the equivalent of 20 turns. Any longer and the union boys may show up. Normally this would be no problem at all for Thunderball, but the police have been called and the news will be carried live on radio and TV, thanks to tips from Mastermind.

Once engaged in battle, Thunderball will realize that he has been set up. He tries to make it to a subway and smashes down the entrance behind him, thus stopping anyone from following him. From there he can try to break through to a sewer or an abandoned access tunnel. If caught, Thunderball will say that he has been framed. Why and by whom, he does not know. To top it all off, the real Redock will show up after the battle demanding payment for his destroyed property from the heroes. It will not take much righteous indignation or intimidation to shut him up. If pushed on the point of hiring Thunderball, Redock says he just flew in from the south of France an hour ago and could not have made any such arrangements.

EVENT 4: Punks Steal a Car

Two punks, both armed with six-shot revolvers and looking for "good times," have knocked a chauffeur unconscious and hot-wired a limousine in front of the Midtown Plaza. The doorman is screaming loud enough to attract any hero's attention within a block of the hotel (if no heroes are available, delay this event until later). The punks will head east to Harrison and then turn north. If they encounter a hero they slow down, jump out of the car, and let the hero have it. Remember, the streets and sidewalks will be quite busy at

this time of day. Like most punks in these situations, they will empty their guns at the hero, then try to run away.

EVENT 5: Punks Hold Up Liquor Store

This is not a planned caper of Mastermind's. Like the car theft, it is just one of the unpleasant consistencies of life in the big city. Three punks have just held up Roundel's Liquor Store and are not more than a few storefronts away when the alarm goes off. It can be heard for blocks. The storekeeper will give any hero who arrives the description of the punks and say he thinks they went west. Not being total idiots, these punks are casually strolling west, trying not to be conspicuous. They will even stop at the library to check out the cute librarian. The heroes will have to search, locate, and identify the punks before capturing them. The Judge should keep track of the punks' sauntering movements: one area per turn away from the liquor store and eight turns spent in the library. The player character must make a successful Intuition roll to spot them. All three are armed with knives and will run if challenged by more than one hero.

If more than 10 turns pass between the alarm going off and a hero arriving, or if the hero does not catch up with the punks by the time they leave the library, the punks will get away.

EVENT 6: Hood Hit

This Event is added in case any of the heroes decide to pull an "all-nighter" and patrol the area. The potential victim is Brady "Muscle" Norris, a hood for a rival crime organization who has wanted to defect to the Kingpin's organization for quite some time. Norris has unknowingly tipped his hand and his own organization knows about his defection. They have set him up to think he is meeting a representative of Kingpin's mob. Instead, he is meeting another hood from his own mob who is to eliminate Norris. The intended plan is to meet him on the Midtown Plaza's roof garden, disarm him, and make him jump to his death.

What actually happens is that Norris suddenly grapples with the other hood, knocking his gun off the roof. The gun fires as it slides off the roof and any hero within two blocks is able to hear it. Norris believes that this is Kingpin's way of "meeting" him.

If saved by a hero, he tells all he knows (to the hero only). Mastermind did not know the fence is in Norris's pocket. If a hero does not show up, he defeats his opponent all by himself, tossing him off the building, and then escapes into the night. If the Judge wishes, a character's

street contacts may lead him to Norris, where he might be "persuaded" to give up a last bit of information. This information includes knowledge that some "weirdo" named Mastermind has an appointment on the 27th on the west coast with a top fence concerning a "massive quantity of diamonds."

EVENT 7: The Living Laser & The Swordsman

The Judge should pick one of the following locations for this Event: a) in front of the Elliot Building at street level (City Map #1), b) the courtyard between One Angel and Two Angel Towers (City Map #1), c) the dead-end alley behind Chateau on the Park, or d) on the roof of the New York City Water Works Pumping Station #17. Though both the Swordsman and the Living Laser are dead, Mastermind has studied videotapes to create perfect illusions of them. They appear to be battling each other while energy attacks fly back and forth. Mastermind is in the crowd in a very nondescript illusion and cannot be detected at this time. He keeps the illusion of battle going until a hero arrives, then has both the Living Laser and the Swordsman attack the hero or heroes. This continues until the hero is defeated or the two illusionary characters are defeated. (Mastermind wants these illusory figures to behave as if they were real, so they seem no more powerful than the real characters, and will appear defeated if enough force is used against them.)

Only when the heroes leave the scene of battle and the villains are safely in the hands of the police will the Living Laser and Swordsman vanish. This occurs with an illusion of a light flash to look as if they have been teleported away. The heroes will learn of this "escape" within five minutes, either from the police or from television or radio coverage.

EVENT 8: The Grim Reaper's Emerald Heist

The location of this Event is the fifteenth floor of the Chateau on the Park Hotel where an emerald exhibition is being displayed.

Mastermind is very proud of this particular diversion. When he discovered the Gemologists were going to exhibit a collection of emeralds he was tempted to go after them himself, but then learned of the Leindecker shipment. He soon developed a plan by which the theft of the emerald exhibition might be the perfect diversion for his own heist of millions in diamonds brought quietly into the country. He tipped off the Grim Reaper to the emeralds, supplied him with detailed plans of the hotel, and obtained false credentials as a member of the National Independent Gemolo-

gists. Mastermind's illusory disguise was of a member who had developed a "fool-proof" scheme for stealing the emeralds, but was powerless to do so. He contacted the underworld and they introduced him to the Grim Reaper.

The Grim Reaper is staying in the Chateau on the Park under an assumed name as a member of the convention. When he strikes, he follows this plan:

- 1) Dressed as an average diamond representative attending the convention, complete with three-piece suit, winter overcoat, and huge sample case, he gains easy access to the showroom. Once inside he pulls out a gas mask from his case lid and releases knock-out gas from his scythe that is hidden under his coat.
- 2) Next he will paralyze-touch anyone who has not been knocked out by the gas.
- 3) Quickly he closes and locks all the display room's doors from the inside.
- 4) Slicing open the gem cases while disregarding the alarms this sets off, he scoops up the emeralds.
- 5) Facing the back wall of the building that opens into the alley/courtyard behind the Chateau, he blasts a hole in it with his scythe.
- 6) After jumping through the hole, he helicopters down to the alley below.
- 7) Finally, he goes out into the street and loses himself in the mass of people during the lunch hour crush.

As you may have guessed, this is all done while the Grim Reaper wears street clothes. Only his scythe will be in evidence. His costume is under his clothes and his helmet is in his huge jewelers case, along with the gems and gas mask. He should be completely safe. However, the police have planted a fake "emerald" tracer in the collection that has a 12 block radius. Any Avenger arriving on the scene will be given a receiver to track him. Spider-Man will be treated rudely by the hotel security people and the police on duty, but, as luck would have it, his SPIDER-SENSE™ can pick up this frequency, just like his own SPIDER-TRACERS™.

EVENT 9: Juggernaut Attacks!

Mastermind has decided that an illusion of an almost invincible villain appearing an hour before the bomb goes off will seal his success. Every cop in the 10th Precinct will be called in to deal with this menace. Furthermore, any and all heroes in the area will be asked to help the police, even dubious ones like Spider-Man.

Juggernaut will be seen on the far east side of Peabody Park at 2 p.m., heading west. The police will set up a defense line on Harrison street, complete with every beat cop, patrol car, S.W.A.T. officer, and mounted policeman in the area.

Any hero showing up should make an Intuition FEAT roll. A successful roll means that the hero has noticed that the horses, which are positioned for crowd control and cannot see Juggernaut, are not skittish and whinnying as they should be. This will shift the heroes' Intuition two columns to the right for the purpose of making a FEAT roll vs. Mastermind's illusion of Juggernaut. If Juggernaut is found to be an illusion by someone, he cannot harm them. They may try to convince others, and allow the other characters another FEAT roll to disbelieve with a +1 Column Shift. Two turns after Juggernaut's withdrawal, any characters who "died" during Juggernaut's attack will reawaken.

Juggernaut will stamp and tramp around the park, bellowing challenges out to those who think they hear him. Mastermind will be in the cordoned-off crowds that inevitably gather when a super being is around.

At 2:35 Mastermind returns to the Leindecker area to prepare himself for the upcoming heist. Juggernaut then walks into the little lake in the park and slowly descends as if walking down steps. He will appear to be a little damaged and retreating to a secret, underwater hideout.

EVENT 10: BOOOOM!!

The first bomb, on the roof, will blow at 3. The second bomb's timer was improperly set and blows five minutes later. The first bomb's detonation will be heard for miles and the top floor of the convention center will cave in. Everyone in the Phawld Convention Center immediately evacuates the building.

Five minutes later the second bomb explodes. The second explosion (if the first bomb went off) causes most of the floors of the Phawld Convention Center and the top floor of the Leindecker Insurance Company Building to collapse. A hero who is near the second explosion (inside the convention center on a cable) has a chance to prevent this destruction even after the cable has snapped by either a) holding the cable together (requiring Monstrous Strength, such as Spidey's web) or b) breaking the other two cables (Remarkable Strength), which will balance the tension and leave the building standing for at least a half hour (though it will be unsafe).

Eight turns after the second explosion, the vibrational stress proves too much for the sky ramp that runs from the 14-story Lang Parking Towers to the parking towers atop

the American Trade Center. It collapses and crashes into the streets below. This, of course, will cause a massive traffic jam, something Mastermind did not foresee. It will severely hamper his escape.

This could be a disaster of epic proportions: chunks of building falling into crowds, water and gas mains bursting, fires flaring up, people jumping out of windows, and so on.

EVENT 11: Mastermind's Heist

While Mastermind's henchmen wait downstairs disguised as policemen, Mastermind weaves the illusion of a stalwart police captain around himself. He announces to the executive in charge of security, Regina Cassini, that he has arrived to escort the gems safely to the police vaults. The Leindecker management, frantic after the explosion, is more than willing to believe the illusion.

If the heroes try to enter the Leindecker building while Mastermind is upstairs, the two henchmen will try to stop them. If Mastermind is attacked now he will be at a distinct disadvantage. He is tired from holding vigil over the bomb site and from the prior illusions he has conjured today. He first uses his powers to convince the Leindecker security people that the costumed heroes are actually villains (Doctor Octopus, DOCTOR DOOM™, and the RED SKULL™, for example). If the players role play their characters right and do not attack the security people, Mastermind's fear gets the best of him. He reacts instinctively, sending illusions of the heroes against them. This could turn out to be a battle royal in the classic Marvel tradition: Captain America vs. Spider-Man, Wasp vs. Wasp, Black Knight vs. Captain America, and so on.

Underneath his cool exterior Mastermind has still not fully recovered from his mental breakdown. If the characters can defeat any three illusions, all will disappear and Mastermind will pass out believing his mind has been defeated.

As mentioned earlier, even if Mastermind does escape, his plan will soon be discovered and the final battle can take place "up the road a bit." It is important, if the bomb has not been discovered and does blow up, that the Judge resolve this adventure in this fashion. A villain causing so much destruction and getting away with it completely goes against everything Marvel Super Heroes, and heroic tradition in general, stand for.

The Final Event

This section discusses various means of wrapping up the adventure acceptably. The Judge has many alternatives, includ-

ing the following:

- A) Mastermind slips up in the Leindecker Building. While his illusions work on people they do not work on scanners and security cameras. The security guards monitoring the cameras could suddenly guess what is going on as they see Ms. Cassini talking to a strange looking character, referring to him as a police captain. They could alert the police and heroes and the final battle could be the one in the Leindecker Building.
- B) Mastermind's goof-up with the parking ramp could tie up traffic so badly that Mastermind and his cronies have to flee on foot. This would make them highly visible.
- C) As stated above, if Mastermind gets away, he may be caught later on. If the Judge is loathe to let the players catch him (thus receiving Karma despite blowing the adventure), Mastermind could make it to the west coast. However, Brady "Muscle" Norris (see Event 6) might tip off the cops as to where Mastermind will fence the goods. Should Mastermind then be caught by other heroes, the Judge can even have the players run those characters if they wish. It can be their own characters, returning Avengers, or the Fantastic Four. Or, Mastermind might have a mental seizure in which his recent illusions suddenly reappear for a reckoning with him.

Whatever the case, this criminal cannot be allowed to escape. He will be returned to the Jung Mental Institution in Massachusetts where he has been admitted in the past.

As for the convention centers, whether the bombs detonate or not, the thousands that Frankie the Snitch thought would die in the collapse are safe because of a faulty timer or heroic intervention. If the second bomb explodes and the cables are left unattended, the building will come down. The only consequence to the heroes would be the media's hounding them for letting such a thing happen.

The Matter of Karma

Unlike previous Marvel modules, this one does not contain a list of Karma rewards or losses for goals accomplished, defeats, missed appointments, etc. Practice one of the main jobs of a Judge, the dispensing of Karmic justice. Keep track of accomplishments and failures during the adventure for each character. Consult the MARVEL SUPER HEROES Game Campaign Book, page 23, for more detailed information on Karma. In other words, take all factors into account when dispensing Karma, not just the obvious "capture or escape" facts.

SECTION 3: *LOCATION DESCRIPTIONS*

CITY MAP 1 DESCRIPTIONS

These buildings are either pertinent to this adventure or may be used in other adventures.

If no description is provided use the name given and create your own.

890 N. Arthur St.- Frankie the Snitch's Apartment Gaining access to Frankie's second floor apartment is easy. The windows are unlocked and the door jamb is so rickety that the doorlock is useless. After an hour of searching the apartment nothing will be found unless a successful yellow FEAT roll vs. Intuition is made or a hero specifically states that he is looking in the toilet tank in the bathroom. Inside the tank, wrapped in plastic, is Frankie's little black book describing what is going down in the crime world. The last two entries will be a note on February 22nd that a huge jewel heist may be going down within the week, and a note on February 24th that the 26th is the day of the big heist. The Judge may wish to remind any anxious hero that this book is now evidence, albeit improperly obtained, and taking it from the apartment is theft (-10 Karma). There is nothing to prevent a hero from copying the information, then returning the book to its hiding place.

DSL Studios This abandoned building used to house the largest map-making studio in the world. It is the locale for Event 3: "Thunderball Strikes!"

Krupp Building The Krupp building is the largest collection of offices and showrooms for the publishing business in New York City. This is the site of the B.I.A. Convention.

Roxxon Corp. Headquarters Roxxon is one of the largest corporations in the world and is the leading fuel producer: oil, nuclear, solar, and so on. Due to their excellent public relations department, and their immense wealth, they maintain a wonderful image in the public eye. In actuality they are intent on taking over the world. Roxxon has backed numerous covert projects in the past, including one that led to the death of ALPHA FLIGHT™ team leader and founder, the GUARDIAN™. This is a greedy and highly dangerous organization and their building has better security than most government installations. In the third sub-basement, they are working on a new generation of self-programming computers that can revolutionize industry and business. If a criminal genius gets his hands on these new computers, he will be able to override

almost every computer in the world, including national defense computers.

Schweinenger's Furs This retail establishment is a front for the NIHILISTS™ (explained in MARVEL SUPER HEROES Accessory 4, "Pit of the Viper"). It operates as a normal retail shop but its small warehouse in back is actually the accessway to an underground lair.

St. Arbogast Hospital This is the only medical facility available on the maps. Any hero going to this location after a combat can have one-quarter of the damage inflicted on him healed, unless it is due to radiation.

CITY MAP 3 DESCRIPTIONS

4th Ave. Pet Store The manager of this store, Marlin Fowler, has access to all types of animals and can be hired to work with a hero in training an animal sidekick. Otherwise, this is a normal pet shop.

5th Ave. Optics Normal retail store carrying a complete line of cameras, binoculars, lenses, and film. Both Peter Parker and Lance Bannon buy their equipment here.

575 Garfield These condominiums are extremely expensive and some very influential people live here, including Joseph Merrir, the local lieutenant in the Kingpin organization. He occupies the penthouse.

10th Precinct Police Station House See New York Building.

A-1 Security Systems This is a retail/service outlet; not only do they sell security alarms and protection devices (mace, etc.), they also will install them. A-1 is strictly legit and all employees are bonded.

American Bank This bank is the largest in this area of the city and has excellent security. They have never been successfully held up. The upper three floors are rented professional offices.

American Bank Drive-Through This small branch of the American Bank exists for fast, drive-through service. The structure is built of granite and steel alloyed beams and the windows are made of special glass (all Amazing material strength). Access to the drive-through is by a tunnel under 4th Avenue that connects to the main bank. This is how money is transported back and forth. There is an emergency door in the building, but it is also steel alloy and only opens from the inside.

American Trade Center This huge building is 13 floors of show space topped with a 10 level parking ramp that is part of Lang Parking Towers. Two conventions are currently being held here, the 6th Annual New York Toy and Hobby Show and the A.T.M.A. Show.

Any hero who enters the hi-tech convention will notice all the potentially dangerous devices being displayed by both private manufacturers and countries. The U.S. showroom holds the MANDROID™ armor and many other fully-functional devices that can be used as weapons (sonic emitters, highly developed robots, night-sight optics, and lasers). If the Judge wants to create his own hi-tech wonder supercharacter or villain, this is the place to start.

Arnie's Deli Arnie's is a fantastic delicatessen and one of the best places to eat in City Map #3. Cheap too!

Bail Bond This is the establishment of a bail bondsman, a person who puts up bail for arrested people and charges interest for it. Any "heroes for hire" that a Judge may have in his campaign should check here for work.

Barris Jewelers This retail establishment is also on the list found in Rocko's pocket after Event 2. If a hero questions the owners, they will admit to paying protection money to the Kingpin organization, but will not go to the authorities about it.

Bruce Building The home of the showrooms and sales offices for most of New York's Fashion Industry are here. Currently, the Winter Season Fashion Show, which is featuring the upcoming fall fashions, is running.

Center City Bank & Trust This is the area's second largest bank. It was robbed once, 20 years ago, and the loot was never recovered. The security here is now pretty good. Rented professional offices are on the upper floors.

Charette Building This entire building consists of professional offices. Clive & Barnes, the architecture firm Julie Laskin is currently investigating and the designers of the Phawld Convention Center, is located here.

Chateau on the Park One of the finest hotels in downtown New York City, it currently is host to the National Independent Gemologist Convention. The dazzling emerald display on the fifteenth floor is the locale of Event 8.

Criminal Courts Building This is one of many criminal courts in NYC, but is special because of its "super-court," so called because of the number of villains who have been tried and sentenced here. There are numerous courtrooms, legal offices, the D.A.'s office, and legal libraries here. Recently it was decided to renovate the building. The "super-court" will appear as it always has, but it will be completely reinforced (Amazing material strength). There is even a closed-circuit two-way television system between the courtroom and the Monstrous material strength cells in the station house across the street. This means that those villains with highly increased strength will be able to face trial while offering little danger to the courtroom.

Darwin's Computers This is a normal computer retail store offering a full range of personal computers. The owner, Abner Darwin, is a genius with computers and can gain access to almost any computer, if he desires. But what Darwin really desires is to be a costumed hero. If any hero comes to him and asks for his help, Darwin will be more than happy to assist, even making a pest of himself.

Fenner Building This building houses various firms dealing with stocks and bonds. Their security is not really up to snuff and they could not possibly handle a villain of any guile whatsoever.

Fire Department, Station House #127 See New York Building.

First National Bank of New York City This is one of the older banks in the area and its security shows it. Up to the task of handling thugs and punks, well-equipped hoods could easily knock off this bank. They have been warned time and again about their security by the local police, but they have yet to pay heed. The upper floors are professional offices.

Foreign Currency Exchange For a minimal fee, foreign currency can be changed here for U.S. dollars and vice-versa. Unknown to anyone, this is a Kingpin front for "washing" illegitimately obtained currency. The proprietor, though, has been making a little on the side selling information to Frankie the Snitch. This is where Frankie stopped in before he was jumped on the morning of the 25th. The owner, Hollis Monroe, had confirmed Frankie's info concerning the bomb and gems being brought into the country, though he did not know who was bringing it in. Hollis is sweating it now because he thinks the beating might have been a warning by Kingpin to keep his mouth shut (he does not know that it was Mastermind behind the beating).

Any character checking out this block of stores in the early morning to see where Frankie may have been will note that only

the Foreign Currency Exchange is open before 8:30 a.m. If a hero can apply enough pressure to Hollis, without physically harming him, he will admit to knowing Frankie and passing on information to him, but will say nothing else about being connected to the Kingpin organization. The man he received information from is named Arthur. He knows nothing else about him except that he drove a van with "video something" written on it.

Hanson & Sons This is a law firm that specializes in handling supercriminal cases. The lawyers involved are sleezebags and are often paid by the underworld. Their files may be full of helpful information, but are no good to the police if illegally obtained.

Hast's Sporting Goods This is a sporting goods store geared towards the upwardly mobile executive type. High quality sporting equipment at expensive prices are their specialty. The only weapon that they carry is archery equipment, including hunting crossbows.

Iron Hand Martial Arts Studio This is an open establishment placed here for the Judge's use. It can either be a simple establishment, secret headquarters for criminal activities, the training place for future heroes, or whatever the Judge desires. There is also a little retail store in here that sells various martial arts supplies and weapons.

Ivor's Pub A great little bar and grill, this place is very, very popular with lawyers and they generally have lunch here if working at the Criminal Courts building.

Kat's Boutique Fashionable, expensive womens' clothing store that JANET VAN DYNE™ frequents.

Lang Parking Towers The structure is actually a zig-zag, that is, a 14-level parking tower built on the ground that connects to a 10-level parking tower atop the American Trade Center via a "sky ramp" or reinforced bridge on the 13th level. This sky ramp will come tumbling down shortly after the explosions if Mastermind's bombs go off. Parking can be by the hour, the day, or the month, and spaces can be reserved. There is actually a secret flight deck exit in the towers that is used in Pit of the Viper.

Leindecker Insurance Company This is the national headquarters for Leindecker Insurance and the entire building is used for their various divisions. On the fourteenth floor a massive, walk-in vault has been installed because Leindecker sometimes acts as a carrier for one of their clients, such as Maxom Jewelers, a nation-wide chain of jewelry shops. This building, more specifically this vault, is Mastermind's ultimate target. There are three normal elevators, a freight elevator,

and two stairwells in the building. The security force is armed with pistols and are very alert. Any hero who may have stumbled upon Mastermind's plan and wishes to speak with an executive will be ushered upstairs and introduced to the head of security, Regina Cassini. Leindecker learned long ago to listen to any warning given. If, in the Judge's opinion, a character can convince this woman that a real and present danger does exist, she will tell them that there was a twelve million dollar shipment of diamonds brought in. She will also tell the hero where it is kept. She will not open the vault for any hero. If the hero suggests some type of trap, the Leindecker will go along with them, but will secretly resecure the majority of the jewels in the American Bank vault. Since no criminal is going to have enough time to check every compartment of the container they will suspect nothing and, if successful, will only reap a quarter of a million dollars worth of gems for their trouble.

Libram Books The collection of rare and antique books here is extensive and expensive. The Judge should freely use this shop as a source for ancient information that may be used in a crime or as a source of power for a character.

Madison Antiques A wondrous and expensive collection of antiques greet the visitor when he enters this shop. In reality the owner is a fence for stolen goods and often converts his ill-gotten gains into collectables and resells them. He may even take a choice piece from a heist in exchange for his services. Most high-class thieves in the Big Apple deal through this man but he has covered himself thoroughly. There is not a shred of evidence or hint of a scandal to his name. He is independent and deals with anybody.

Manhattan Savings & Loan This financial institution has been robbed 18 times in the last five years. It now has heavily armed guards and an elaborate security system. While not being one of the "big boys" yet, Manhattan S&L is growing rapidly due to their new ad campaign using an actual ex-bank robber who says, "Knock this bank over? Not now!"

Maurice's The best French restaurant in town is a gathering place for notables and the wealthy staying at the Chateau.

Midtown Plaza This fine hotel is primarily geared to handle convention attendees: salesmen, product representatives, and so on.

Monson Building This building houses commodities brokers.

Murphy's One of the best pizza joints in town, Murphy's has over 56 varieties of toppings, including tofu, hot fudge, and asparagus.

My Place A bar decorated in rich woods and brass, this is the favorite hangout of reporters and newsmen. News and information pass through here like commodities pass through the Monson Building.

New York Building The old New York Building, at one time New York's largest civic building, now holds the New York Police Department's 10th precinct, the Inner City N.Y.P.D. Academy, the New York Fire Department Station House #127, and the N.Y.F.D. Paramedic Rescue Team #14.

10th Precinct includes City Map 3, the areas south, east and west of it, and City Map 1 from 7th Avenue on south. This building houses the squad rooms, detectives' offices, and other places of business within the police department, including jail cells. The cells of the 10th precinct are actually underground and not indicated on the map. Since so many villains have been jailed here, special cells have been constructed to assure they stay locked up until their trial.

Inner City N.Y.P.D. Academy is the school of instruction for rookie police officers in the middle of the city. It not only contains classrooms, firing ranges, a gym, etc., but also a garage of NYPD Police Buses in which the rookies are shuttled to riots, emergencies, etc., to act as reinforcements.

N.Y.Fire Department Station House #127 is responsible for all of City Maps 1 & 3 and most of the areas surrounding them. It is quite a large station house with numerous vehicles. Every once and a while the mayor orders them to assist the police department in quelling a riot or staying off a villain. Their high pressure hoses can be quite formidable, having a range of five areas that can either knock you off your feet or push you along a street on a "cushion" of water.

N.Y.F.D. Paramedic Rescue Team #14 consists of 12 paramedic Fire Department personnel, two ambulances, and a paramedic rescue vehicle. A character receiving paramedic aid can be kept alive longer, or maintained in stable condition until a hospital can be reached.

New York City Water Works Station #17 This is the local pumping station that he water pressure up in City Maps 1 & 3. If it shuts down water would not be available for private use or the fire hydrants.

New York Dispatch This is the Daily Bugle's chief competitor. Its owner, Claire Olivas, intensely dislikes J. Jonah Jameson and wants to run him out of business. The editorial stand of the Dispatch is pro-heroes and very pro-Spider-Man. It is a liberal newspaper that questions everything the federal government does and has won numerous awards for its exposes.

New York Public Library-Midtown Branch Any character seeking information in here will find the latest in computerized library equipment. The information that is most pertinent to the adventure is:

- A) No fault line lies anywhere near New York City. The city is built on bedrock.
- B) Any information a character wants about any known hero or villain, including those in this module, can be found by spending a couple of hours studying the newspaper files. This is for public knowledge only (can't look up Spidey's Secret ID, for example).
- C) If the character studies the reports of various building inspectors over the years he will begin to see a pattern of possible complicity to cover up a structural weakness. But the hero has to know where to look to find the fault line.

NYC Health Spa Normal exercise and sauna type establishment. Some punks and hoods work out here.

Peabody Park Like Rathbone Park, this is a small park in the midtown area perfectly suited for strolls and lunch. The modern sculpture was done by famous sculptress Alicia Masters. The pond is empty of fowl this time of year but is not frozen over. It is a perfect place to throw a bomb about to detonate.

Phawld Convention Center The two shows currently running here are the American Law Enforcement Association's 58th Annual Convention and the smaller Veterans of World War II Convention. The first convention is a collection of law enforcement agents, chiefs of police, and other members of the A.L.E.A. from around the world. Of course, security inside the convention is tight. Only registered members may attend. There is a large showroom full of dealers in uniforms, hardware, and weapons that a modern police force might use. Like the hi-tech show, this is a good place to equip a character.

While safety measures are in excess of the minimum requirements, there is no way this place could be evacuated in a short amount of time. This is apparent to anyone who enters and looks around. If the heroes try and have the place evacuated without solid evidence they will meet stiff resistance from the owners and convention organizers.

Physician's Tower This building is home to most of the doctors, dentists, and specialists who serve the midtown area. Many of the doctors work at St. Arbogast Hospital in addition to conducting a private practice. An injury that is not severe enough to require hospitalization can often be treated by the doctor in his office.

Private Townhouse This two story brownstone is at the disposal of the Judge. It could contain a crimelord, a respected citizen, or a rich hero.

Ralph's Pawn Shop Normal pawn shop. Some of the local punks buy their guns here.

Royal Gem Jewelry Swank jewelry shop that is the location of Event 2. The owners are a little late on their protection money and are expecting some type of "accident."

Sherman House This is one of the hotels in the Sherman Hotel chain. Ulticon is here for its first year and the hotel is rather amused by the various goings on, like Event 1.

Stokes Firearms Every conceivable type of legal firearm can be purchased through Stokes, as can most ammunition. Stokes himself is an honest gun dealer and will have nothing to do with those who wish to buy illegal firearms or do not have valid identification.

Universal Express Travelers Checks Office This is the midtown branch of Universal Express and anyone losing their travelers checks can report them missing here and have them replaced.

Vid-Art Video Store The owner, Arthur Cunningham, is the person identified by the manager of the Foreign Currency Exchange. He picked up some information from one of his clients (who works for Maxom Jewelers) that Leindecker Insurance company was acting as carrier for millions in diamonds soon. Arthur has not told Hollis Monroe, owner of the Foreign Currency Exchange, the entire story, he only sold him the basic information. Any heroes who can make Arthur understand that the lives of thousands hinge on his information will hear everything he knows. What he knows is that a mutant named Mastermind is in town, knows of Leindecker's gem delivery, and plans to heist it by using a bomb or bombs.

This store handles video machines and stocks hundreds of video cassettes for purchase or rental.

WMAR Radio Station This is a 24-hour newstalk radio station. No music.

GRIM REAPER™

Eric Williams; criminal hi-tech wonder



Fighting:	GOOD
Agility:	GOOD
Strength:	GOOD
Endurance:	TYPICAL
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	36
Karma:	18
Resources:	EXCELLENT
Popularity:	10

Powers:

SCYTHE. The Grim Reaper's weapon is a steel scythe (Incredible material) that he holds in his right hand. All of his powers come from it. In combat it is a Hack & Slash weapon because of its sharp edge. At his option, the Grim Reaper can use it as a blunt weapon, taking a one-column shift to the right when doing so.

POWER BLASTER. The handle of the scythe can shoot beams of energy that do Remarkable damage up to five areas away.

GLIDING. The blade on the scythe can be made to spin like a helicopter rotor. This allows the Grim Reaper to fall from a great height and not take damage, but it only provides him with Poor gliding control. He cannot attack with the scythe when he is gliding.

BUZZSAW. The spinning scythe can also be used as a buzzsaw, able to do Excellent damage as a Hack & Slash weapon.

BODY ARMOR. The scythe can spin fast enough to act as Remarkable body armor against solid projectiles. Any opponent must make a red Agility FEAT ROLL to safely attack the Grim Reaper when the scythe is spinning. Otherwise the attacker takes damage as if he had been hit by it.

PARALYZING TOUCH. The touch of the handle of the scythe can cause a deep coma or release a victim from such a coma. The paralyzing touch cannot be attempted in combat unless the victim has been knocked down or stunned. The victim can avoid the coma by making a red Endurance FEAT roll. The victim must be revived from the coma within three hours or he will die.

KNOCK-OUT GAS. The handle can spray one dose of knock-out gas that fills one area and remains in effect for five rounds. Anyone in the area must make a yellow Endurance FEAT roll each round he remains in the area or pass out for half an hour. The Grim Reaper carries two replacement capsules, one dose apiece. However, it takes at least a round to put one in.

THUNDERBALL™

Dr. Elliot Franklin, physicist
criminal

Fighting:	REMARKABLE
Agility:	REMARKABLE
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	EXCELLENT
Intuition:	GOOD
Psyche:	TYPICAL
Health:	130
Karma:	36
Resources:	GOOD
Popularity:	5

Powers:

DENSE FLESH. Thunderball's dense flesh gives him Excellent body armor.

WEAPON. Thunderball carries an iron wrecking ball made of Remarkable material. His Fighting is shifted one column to the right when using the ball in combat.

Talents: Physicist

Background: Meeting while in prison, four convicts, Dirk Garthwaite (THE WRECKER™), Dr. Franklin, Henry Camp, and Brian Calusky, made a successful jailbreak and located the Wrecker's enchanted crowbar. When each of the four criminals grasped the crowbar and were struck by lightning, they were endowed with a portion of the Wrecker's original power. After acquiring costumes and adopting aliases, they formed a group called the WRECKING CREW™. Dr. Franklin became Thunderball and wields a wrecking ball as a weapon. Along with the other members of the Wrecking Crew, the Wrecker, PILEDRIVER™, and BULLDOZER™, Thunderball has fought the DEFENDERS™, the FANTASTIC FOUR™, IRON FIST™, THOR™, and was a member of the villain roster of the SECRET WARS™. Thunderball has fought some of the toughest heroes, but is not used to working on his own, as he is doing in this scenario.

MASTERMIND™

Jason Wyngarde

Mutant; former member of the Brotherhood of Evil Mutants; former member of the Hellfire Club

Fighting:	POOR
Agility:	TYPICAL
Strength:	POOR
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	UNEARTHLY
Health:	44
Karma:	120
Resources:	GOOD
Popularity:	-10

Powers:

ILLUSION GENERATION. Mastermind's sole power is the generation of three-dimensional illusions. He does this with Unearthly ability, and has fooled the X-Men, Professor X, and Magneto with his illusions. His illusions are so skillfully made that even when a character realizes it is an illusion, he still subconsciously believes it is real and will act accordingly (flames will "burn," monsters will do damage, and a wall will seem like a wall). Damage is imaginary, but is still removed from Health, with 0 Health resulting not in death, but in unconsciousness for 1-10 rounds. Only characters who make a Red Psyche FEAT roll (Yellow for Unearthly Psyche, Green for higher) may see through the illusion. Mastermind has also used his power to change his own apparent form, and to appear invisible. His illusions are visible to everyone who can see them, but are not recorded by cameras, tape, or mechanical devices or entities.

Background: Jason Wyngarde was working as a carnival mentalist when he was contacted by Magneto to join the original Brotherhood of Evil Mutants. As Mastermind, he served with the Brotherhood through several defeats at the hands of the X-Men before departing from that group. He applied for admission to the Hellfire Club as member of its Inner Circle, and hoped to "buy" his way in by bringing Jean Grey into the group under his control as a new Black Queen. Using devices created by Emma Frost, he succeeded only in unleashing DARK PHOENIX™, who opened his mind to the overwhelming psychic impressions of the cosmos. Wyngarde became catatonic, a state he remained in until finally awakening and again beginning to plot against the X-Men.

The three villains on this page are illusions created by Mastermind in this scenario. He has studied them well and, as with all of Mastermind's studied illusions, they appear completely convincing, even though two of them are known to be dead. See Mastermind's description for the FEAT roll vs. believing the illusions and consequences of their attacks. If the amount of damage inflicted on a character image is sufficient to defeat the original character, the image will appear to be defeated. The Swordsman, for instance, cannot just keep taking damage, once the equivalent of 70 points is reached he will go down, just as if he were real. If Mastermind persists in maintaining the image, another FEAT roll for believability should be made by every hero checking the body. Mastermind will always make sure his own carefully prepared disguise/illusion is intact and he is in a crowd to prevent detection. He cannot be detected by anyone during these three battles.

SWORDSMAN™; dead

Real name unknown; circus performer human

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	TYPICAL

Health:	70
Karma:	18
Resources:	TYPICAL
Popularity:	30

Talents: The Swordsman was the world's greatest master of bladed weapons. He shifts one column to the right when using any handheld bladed weapon in combat.

Equipment/Possessions:

SWORD. He has a special sword, a Unique Weapon which utilized Makluan technology, made from Monstrous strength. By pressing a button in the sword's hilt, he could produce a variety of effects: energy beam, disintegrator, flame, lightning, gas. All of the attack forms do Remarkable damage except for the gas. Any character who breathes the gas must make a yellow Endurance FEAT roll or fall unconscious for an hour. The range of the sword's distance weapons is four areas; the gas can only be sprayed in the same area the Swordsman occupies.

Important People: The Swordsman worked with the evil Mandarin for a while. While working undercover for the Mandarin inside the Avengers group, he fell in love with the Scarlet Witch, and later he fell in love with Mantis, a member of the Avengers.

Background: The Swordsman started his career as a criminal. He was active in a plot by the Mandarin to destroy the Avengers, and fought the Avengers several times after that. Later he changed his ways and joined the group as a hero. His love for Mantis caused him to give his life for hers when he threw himself between her and Kang just as that villain released a powerful energy bolt.

In this scenario, if the Swordsman is engaged in intense swordplay, such as a sword fight with the Black Knight, he cannot activate any of his sword's alternate abilities, but must first break combat, allowing the Black Knight one free swing at him.

LIVING LASER™; dead

Arthur Parks; ex-scientist, criminal altered human

Fighting:	GOOD
Agility:	GOOD
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	TYPICAL

Health:	50
Karma:	32
Resources:	POOR
Popularity:	6

Powers:

LASER BEAMS. The Living Laser can project incredibly strong laser beams, from miniature laser diodes implanted in his skin, to a range of up to 10 areas.

INVISIBILITY. He can redirect light so that it flows around him, making him invisible. However, if the light in the area is too colorful or if he moves around too much, he must make a Reason FEAT roll or else monochromatic "ghosts" will appear, perhaps giving away his location.

ILLUSIONS. He can produce animated holograms with his lasers. However, This power cannot be used by this Illusionary image.



JUGGERNAUT™

Cain Marko
Altered Human; partner of Black Tom

Fighting:	REMARKABLE
Agility:	POOR
Strength:	UNEARTHLY
Endurance:	UNEARTHLY
Reason:	TYPICAL
Intuition:	POOR
Psyche:	GOOD

Health:	234
Karma:	30
Resources:	TYPICAL
Popularity:	-30

Powers:

MOVEMENT. Juggernaut moves 2 areas per round normally. He is, however, literally unstoppable. Consider him a Class 1000 object for determinations of material strength. Buildings, cars and other similar solid objects do not slow him. Spider-Man's webbing, force fields, and the like will slow him to 1 area per round. Throwing him into hardening concrete 100 feet deep once kept him "on ice" for a few months.

INVULNERABILITY. Juggernaut has Class 1000 body armor, protecting him against physical damage, energy attacks, heat, cold, and gases. He has no need to breathe, and is not subject to any diseases. He is still vulnerable to mental and psionic attacks, but wears a helmet from the mystic dimension of Cytorrak that acts as an Unearthly force field from such attacks. He has welded this helmet around his head (with Monstrous strength welds) so that it is very difficult to remove.

BACKGROUND. Cain Marko is the half-brother of Professor Charles Xavier, but unlike Charles he is a spiteful, angry, vengeful man. He gained his powers as a result of raiding a Cytorrak temple located in Asia; he stole a mystic gem and thereby incurred a curse that turned him into a human juggernaut. Since that time he has returned to the United States to plague Professor Xavier and the X-Men. Many of his crimes have been stopped, but Juggernaut has never been caught—and if he were, what prison could hold an unstoppable man?

NOTE: While the heroes may believe they see Juggernaut smashing through a wall or resisting their weapons, he, of course, is just an illusion and cannot harm non-thinking entities. Therefore, Mastermind will be sure to steer "him" away from crashing into buildings, vehicles, and so forth as much as possible. The Judge should keep in mind the actual effects of attacks through illusions. Cap™'s shield throws, Wasp™'s sting, Spidey™'s web, and, most important, Black Knight's cutting blows could strike someone else who is standing close or also battling the illusion. Because of the modified behavior Juggernaut will exhibit, the hero's Psyche FEAT roll to see and disregard the illusion has a one column shift to the right for the hero's Psyche.

FRANKIE THE SNITCH

Frank Harlon, informant

Fighting: POOR
Agility: TYPICAL
Strength: TYPICAL
Endurance: TYPICAL
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 22
Karma: 40
Resources: TYPICAL
Popularity: 8

Powers: None

Talents:

Contacts: Frankie has connections in the underworld and with petty criminals, fences, and police. His ability to pick up information is Amazing.

Disguise. Frankie has the ability to alter his appearance through makeup, costumes, and prosthetics.

Acting. Frankie has the ability to affect different accents, dialects, modes of behavior, and so on. When combined with the talent of disguise this allows him to easily pass himself off as someone else unless subjected to close scrutiny.

Background: Known unofficially as Frankie the Snitch, Frank Harlon has been plying his trade of gathering and selling information since he was 16. He now specializes in information concerning large crimes or super-powered villains and charges accordingly. He will sell to criminal and law enforcement agents alike, though this has never been proven and each side chooses to keep him alive since his information is the most reliable on the street. Frankie prefers to stay away from most mob-related activities and will never sell information on the Avengers, FANTASTIC FOUR™, or DAREDEVIL™, because he personally admires their work.

JOSEPH MERRIR

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: GOOD
Psyche: POOR

Health: 60
Karma: 24
Resources: REMARKABLE
Popularity: 15

Powers: None

Talents: Marksman

Comments: Joseph Merrir is the local "boss," a lieutenant in the Kingpin organization. He runs a tight neighborhood, dislikes punks invading his turf, and is quite scornful of all super powered heroes or villains, calling them "overdressed, overrated freaks." He lives at 575 Garfield in the penthouse. Merrir came up through the ranks as a Hood. His Marksmanship with a .45 automatic pistol is renowned and all of his boys call him "Auto-Joe."

CROOKS

Fighting:	Punks	Hoods
Agility:	GOOD	EXCELLENT
Strength:	TYPICAL	GOOD
Endurance:	TYPICAL	GOOD
Reason:	POOR	TYPICAL
Intuition:	POOR	TYPICAL
Psyche:	POOR	POOR

Health:	28	50
Karma:	1216	
Resources:	POOR	EXCELLENT
Popularity:	5	TYPICAL

Powers:	None	None
Talents:	None	Marksman

Comments: Punks and Hoods are the two most common types of actual crooks a hero encounters on the streets. Punks are petty crooks who cannot find work with a gang or a mob; talentless slobs who pick pockets, steal purses, roll drunks, mug people, and, on occasion, break into and rob apartments. They make a living by being worthless parasites of society. Once a Punk becomes accepted into some kind

of group or gang he is more commonly known as a thug. His resources usually increase to Typical during this time and eventually may become Good. An experienced thug usually carries a handgun and a sap (a blunt weapon that fits into a pocket). After joining a gang, his criminal advancement can be swift, depending on the individual's ruthlessness and development of talents. This type of person eventually ascends into the powerful ranks of organized crime, usually as a "Hood." This is a "muscle" position to carry out armed robberies, personal "hits," protection racket shakedowns, and other jobs for their mob requiring physical violence. Hoods are Marksmen with the specific weapon they are carrying and will not hesitate to use it. Hoods who have been with a family for a long time and are trusted are usually known as "Soldiers." In an area of the city as rich as the one on City Map 3, a hero usually finds either Hoods going about the mob's business or Punks trying to get a few fast bucks. Sometimes, if the punks have been overly successful, you might find Hoods who are looking to "persuade" the punks to leave their territory alone—permanently!



TM

BLACK KNIGHT™

Dane Whitman; scientist
hi-tech wonder



Fighting:	REMARKABLE
Agility:	GOOD
Strength:	GOOD
Endurance:	GOOD
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	60
Karma:	22
Resources:	EXCELLENT
Popularity:	60

Powers:

TELEPORT. If the Black Knight is separated from his ebony sword he can teleport to any location within a few hundred yards of the sword. When he teleports, the Black Knight can cross any amount of space and time. He can even travel into other dimensions to recover his sword, if necessary. Unfortunately, the Black Knight must perform a ceremony that takes two hours if he wants to teleport anywhere.

BODY ARMOR. The Black Knight wears a full set of chain mail armor that provides him with Excellent protection from physical blows and Good protection from energy attacks.

EBONY SWORD. The Black Knight uses an ebony sword that is a Unique Weapon made of enchanted, Unearthly material. The sword is immune to all magic; it can shatter barriers of Unearthly strength or weaker. The sword can also deflect mystical energy. If the Black Knight is dodging when an energy bolt is fired at him, he may deflect the bolt by making an Agility FEAT roll. The deflected bolt cannot be directed at a new target.

Talents: The Black Knight is a highly skilled swordsman. He gets one column shift to the right when he uses a sword. The Black Knight can ride horses with Remarkable skill. Use this talent when the Black Knight must make a FEAT roll relating to horse-back riding. He can fight normally while on horseback.

SPIDER-MAN™

Peter Parker
Photographer, adventurer

Fighting:	REMARKABLE
Agility:	AMAZING
Strength:	INCREDIBLE
Endurance:	INCREDIBLE
Reason:	EXCELLENT
Intuition:	AMAZING
Psyche:	INCREDIBLE

Health:	160
Karma:	110
Resources:	POOR
Popularity:	40

Powers:

WALL-CRAWLING. Spider-Man automatically sticks to all normal surfaces and can walk on walls and hang from ceilings with equal ease. When trying to grip wet or slippery surfaces, he must make an Agility FEAT roll.

SPIDER-SENSE. Parker has a special sense that warns him of danger. If placed in immediate danger, a successful Intuition FEAT roll will allow him to react in time (dodge a bullet, for example). Failing the FEAT roll indicates that he did not react in time to evade the danger. Potentially dangerous situations and persons will also kick off the spider-sense, which reacts most strongly to the greatest personal danger (figured in damage). An Unearthly danger will spark more reaction than a merely Good one. The spider-sense is omnidirectional and does not require any conscious will to operate. If deprived of his spider-sense for any reason, Spider-Man's Intuition drops to Good and Agility to Incredible.

WEB-SHOOTERS. Spider-Man carries a web-shooter on each wrist, each firing Monstrous-rank webbing up to two areas away. He uses this webbing to make swing lines (three area move per round in city areas), as missiles inflicting up to Excellent slugfest damage, and as Monstrous-rank shields. The adhesive webbing lasts for but an hour, then dissolves.

SPIDER TRACERS. Parker owns several small, spider-shaped homing signals, each cued in on a frequency available to his spider sense. The range of these sensors is about one mile.

SPIDER BEACON. Along with the automatic camera in the belt of his costume, Spider-Man keeps a beacon that flashes a red spider-symbol up to three areas away. Those suddenly caught in the beam must make an Intuition FEAT roll or be startled, giving Spider-Man the initiative.

CAPTAIN AMERICA™

Steve Rogers; freelance illustrator
altered human

Fighting:	AMAZING
Agility:	INCREDIBLE
Strength:	EXCELLENT
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	INCREDIBLE
Psyche:	GOOD

Health:	140
Karma:	60
Resources:	EXCELLENT
Popularity:	100

Powers:

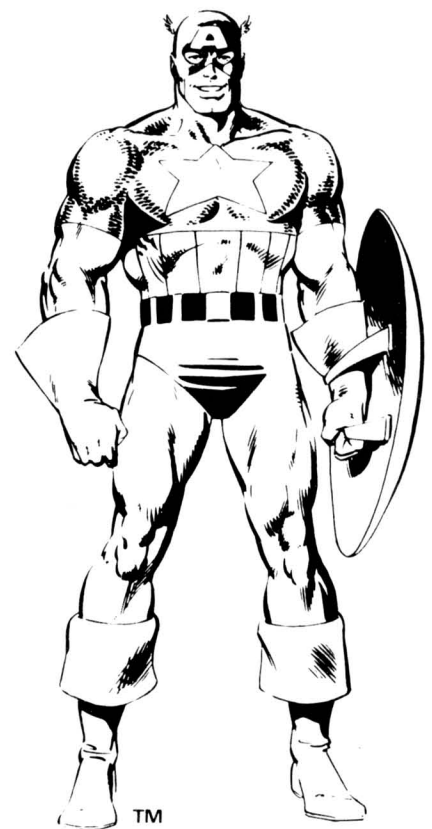
SHIELD. Captain America carries a circular, red, white, and blue shield made of a special mixture of adamantium and vibranium (Class 1000 strength). The shield is a Unique Weapon and is immune to all forms of energy except magical and psionic.

The shield can absorb up to 90 points of damage per round, but Cap cannot attack in the same round that he uses his shield for defense. Even when using the shield, he's still subject to special battle effects such as slams or stuns.

Cap can throw the shield to hit a target; he can even make a called shot, bounce the shield off several targets, and have it return to him. He has Monstrous Agility when throwing the shield, and the weapon does Remarkable damage to anyone or anything it hits.

Talents: Captain America is an expert in all forms of martial arts and wrestling. When wrestling, he gets two column shifts to the right on his FEAT rolls.

Captain America is also a master of military strategy and tactics. His Reason in this subject area is Incredible.



WASP™

Avengers founder
Janet Van Dyne; heiress
hi-tech wonder

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: GOOD
Reason: EXCELLENT
Intuition: EXCELLENT
Psyche: GOOD

Health: 46
Karma: 50
Resources: EXCELLENT
Popularity: 65

Powers:

SHRINKING. The Wasp has Incredible shrinking powers. She can reduce her body to half an inch in height.

FLIGHT. When she reaches 1/2 inch in height, a pair of wings unfolds from her back. She can only carry about 1/2 ounce of weight when in wasp size.

WASP STING. She has a wrist-weapon on each arm that can shoot a beam of bio-electric energy. These beams do Remarkable damage to anyone or anything in the same area.

INSECT COMMUNICATION/CONTROL. The Wasp has Typical skill in communicating with and controlling insects. She seldom uses this power.

Background: When Henry Pym discovered the particle that could enable people to change their body size, she joined with him to use the power for the cause of good. Together they have fought crime for many years. She is currently the chairperson of the Avengers.



POLICE

New York's Finest

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 36

Talent: Law Enforcement

Comments and Equipment: For the purposes of this adventure, police come in three different forms: the beat cop, the mounted policeman, and the typical squad car police.

The **beat cop** is on foot, usually knows his neighborhood like the back of his hand, and checks on most of the establishments on his beat during the day. He is equipped with a personal two-way walkie-talkie, a can of mace (potency rank of Excellent, treat as a gas attack for FEAT rolls), a nightstick (blunt weapon), a .38 police special handgun, 18 rounds of ammunition, and handcuffs (Excellent material strength). The walkie-talkie, like the two-way radio found in the squad cars, allows the officer to call for a back-up. The arrival time for reinforcements depends a lot on where the officer is calling from, but a street level call in the city will be reacted to in about five minutes (20 rounds). An officer who is calling for a back-up will usually wait until the back-up arrives before doing anything.

The **mounted policeman** is similarly equipped (his nightstick is longer so it can be used from horseback), but he can be found atop a horse in and around the park districts. If attacked, the horse can defend by using its hooves (Excellent ability to strike doing Incredible damage). Your average citizen will not argue with a horse, therefore mounted police are sometimes used to handle large crowds.

The **squad car police officer** is equipped like his comrades but has access to a vehicular two-way radio (longer range and more powerful) and a pump-action shotgun that is usually carried locked in the trunk. The shotgun holds eight shells and there is a box of shotgun shells in the trunk. Officers on night duty carry heavy duty flashlights (effective up to one area away) and the squad cars all have maneuverable spotlights (effective up to two areas away).

The Judge may determine if the ruckus a hero/villain battle is causing will be deemed by the NYPD as dangerous enough to be treated as a riot. In these cases all off-duty police are called in and all on-duty police are immediately equipped with riot gear and mobilized at the location of the riot. Riot gear includes padding, helmet, and shield affording the individual policeman Good Body Armor, a riot baton (a blunt weapon shifting right two columns when attacking), and smoke and tear gas grenades. Since the police formations are acting in a practiced, supportive manner, each cop in rank (not running after a looter or operating on his own) has his Fighting ability increased to Excellent. In some cases the fire department may be called in to use high-pressure hoses (Range 3, Damage 6). The police will surely react in a "riot" manner if they feel a dangerous super-powered villain is on the loose and cannot be effectively dealt with by a trusted hero. If the villain has any substantial power, the SWAT Team will be mobilized.

SWAT Team Member

Special Weapons & Tactics officer

Fighting: EXCELLENT
Agility: GOOD
Strength: GOOD
Endurance: GOOD
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 50

Talent: Law Enforcement
Climbing and rappelling

Comments and Equipment: Swat Teams will be called in when a villain considered to be a potential killer is on the loose and the police (Judge) decide that the current police force and/or heroes are not adequate. Each SWAT member is a Marksman with a specific weapon (see list below, the weapon statistics are on page 17 of the MARVEL SUPER HEROES™ Campaign Book) and is equipped with that weapon. They are also equipped with Good Body Armor, a powerful handgun (8 points of damage), and binoculars. The team also has rappelling equipment available to them. For the purpose of this adventure the only SWAT Team immediately available is a ten-man team under the command of one Sgt. Hank "Gunner" Carlson. The following list shows the weapon with which each member is a Marksman.

Member Number	Weapon Type
1	Rifle
2	Rifle
3	Sub-Machine Gun
4	Sub-Machine Gun
5	Shotgun
6	Rifle
7	Sub-Machine Gun
8	Rifle
9	LAW (Also equipped with a rifle)
"Gunner"	Handgun (Also equipped with a rifle)

SWAT members who are rifle marksmen have optical equipment which allows them to "see in the dark." If more than six hours pass while a state of emergency exists, the military may then be called in to support the local law enforcement agencies.

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

FAULT LINE

By Kim Eastland

They are the last words of a dying man. "Fault...Line." What do they mean? How does it threaten New York? Who would kill to keep it a secret? Is there a rupture in the foundation under the Big Apple, or is there another meaning lurking in the cryptic confession?

Can SPIDER-MAN™, CAPTAIN AMERICA™, the WASP™, and the BLACK KNIGHT™ save the city from certain destruction? Can the heroes solve the mystery, find the villain behind the evil plot, and beat the clock before the mighty metropolis runs out of time?

FAULT LINE is an adventure for use with the MARVEL SUPER HEROES™ Role-Playing Game. You must have the MARVEL SUPER HEROES Role-Playing Game to play this adventure. This package includes a 16-page adventure book, a full-color City Map, and more than a dozen ADVENTURE FOLD-UP™ Figures.



TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147

ISBN 394-54873-6TSR0600
0-88038-227-9
6866XXX1401



**How to put together MARVEL
SUPER HEROES™
ADVENTURE FOLD-UP™
Figures**

Before you begin, you will need: scissors, paper towels for clean-up, paper clips, and either glue suitable for paper or transparent tape, depending on how you want to hold your figures together.

1) Read these instructions before cutting. Make sure you understand the procedure entirely before destroying these guidelines.

2) Cut out the figures.

There are 19 Marvel Comics Group figures on the opposite side of this sheet. Each is surrounded by a heavy black line. Cut along the heavy line, NOT along the light lines.

3) Fold the figures.

Your cut-out figure should have three light lines on it. Fold the cardboard on each line so that the picture is on the outside.

Hint: If you have trouble making a straight fold, use a ruler. Put the ruler on the back of the cut-out figure. Line up the light line with the edge of the ruler and press down until a straight crease appears.

4) Glue or tape the flap. One of the four panels on the cut-out figure is labeled "GLUE HERE." Put a small dab of glue on this panel.

Hint: If you want to be able to take apart the stand-up, use

tape or a paper clip instead of glue to hold the figure together.

5) Attach the back flap.

Fold the cardboard until the "GLUE HERE" panel is hidden behind the panel showing the figure's back. Press these two panels together and wipe off any excess glue that may squeeze out. The stand-up figure should look like a hollow triangular tube.

Hint: For a good fit make sure that the edge of the "GLUE HERE" flap fits tight against the inside crease.

6) Paper clip the glued flaps together. To hold the figure in place while the glue dries, put a paper clip on the back panel so it holds the stand-up together.

**How to use MARVEL SUPER
HEROES™ ADVENTURE
FOLD-UP™ Figures**

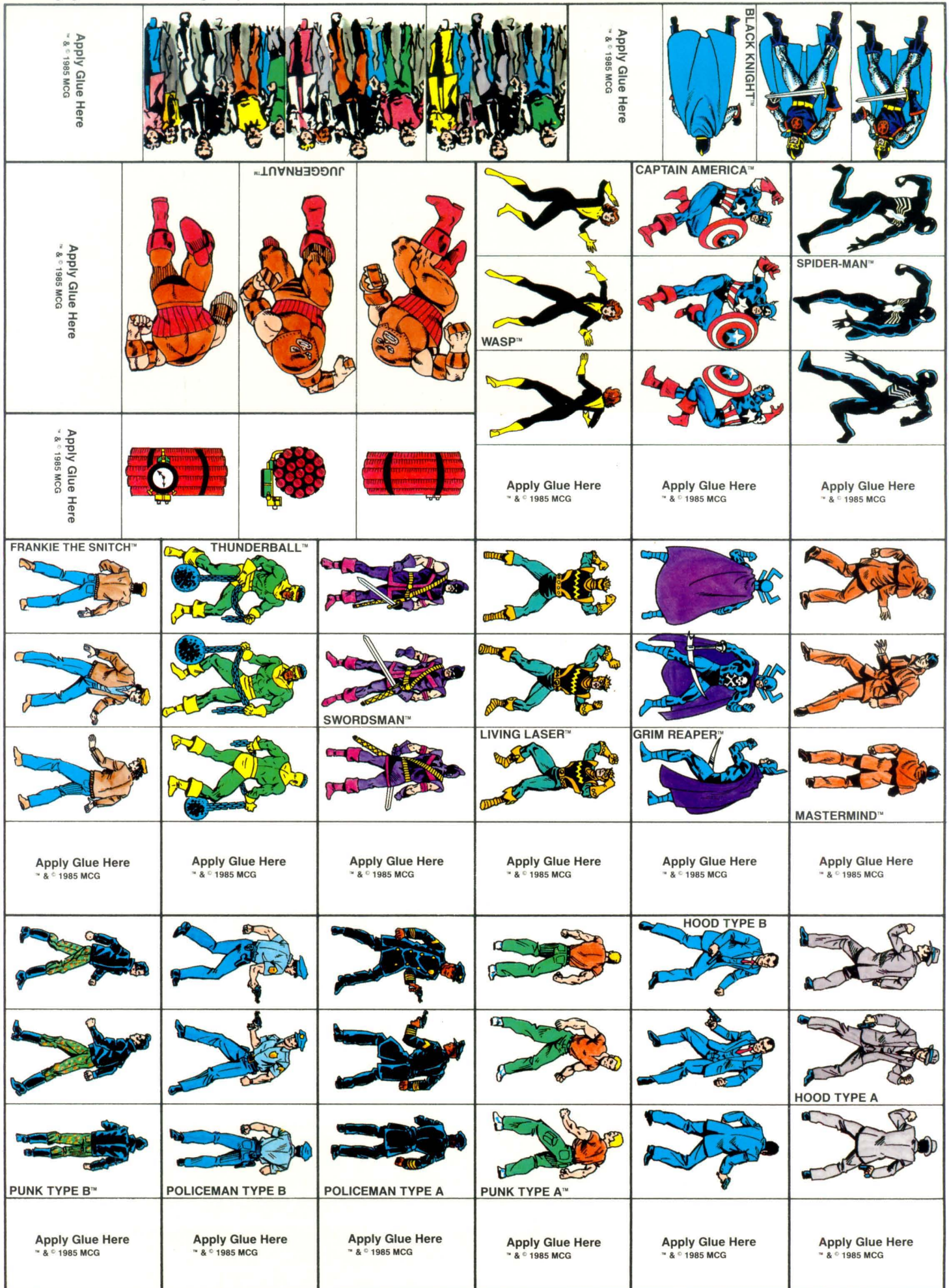
In the game box you were given some cardboard punch-out counters. Each depicts a Marvel Comics hero or villain and has an arrow in one corner.

The ADVENTURE FOLD-UP figures in this game adventure are meant to be used like those counters and feature the principle characters in this scenario. The stand-up is triangular with the character facing one of the points of the triangle. That corner is used just like the arrows are used with the flat counters in the original game. It shows exactly the character's location on the map. If a hero or villain is down on the ground, just lay the

stand-up down on the map.

If you like using these ADVENTURE FOLD-UP Figures, look for other TSR releases that feature Marvel 3-D figures, including MHAC-3, ADVENTURE FOLD-UP™ Figures and MHAC-4, PIT OF THE VIPER™.

Fold along light black lines, cut along heavy black lines



W
6th Ave.

32

575 Garfield
condominiums

penthouse

32

16

Charette Building
(offices)

Ivor's Pub

Barris Jewelers

5th Avenue Optics

2

2

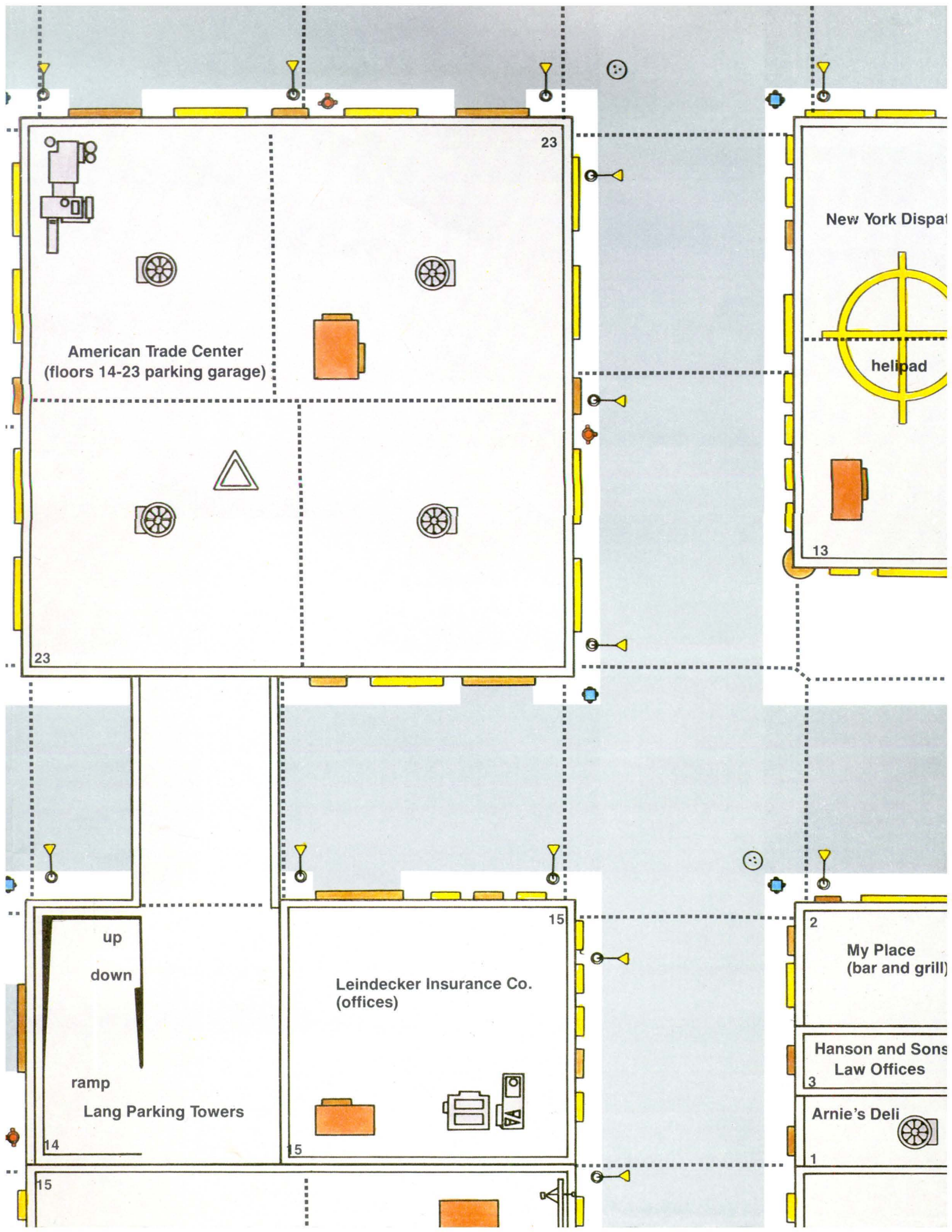
2

16

W
5th Ave.

6

Criminal Courts Building



American Trade Center
(floors 14-23 parking garage)

23

New York Dispatch

helipad

13

23

up
down

ramp
Lang Parking Towers

Leindecker Insurance Co.
(offices)

15

My Place
(bar and grill)

Hanson and Sons
Law Offices

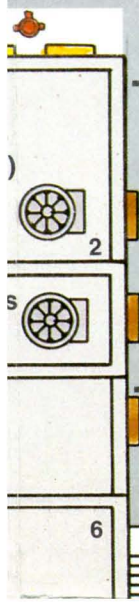
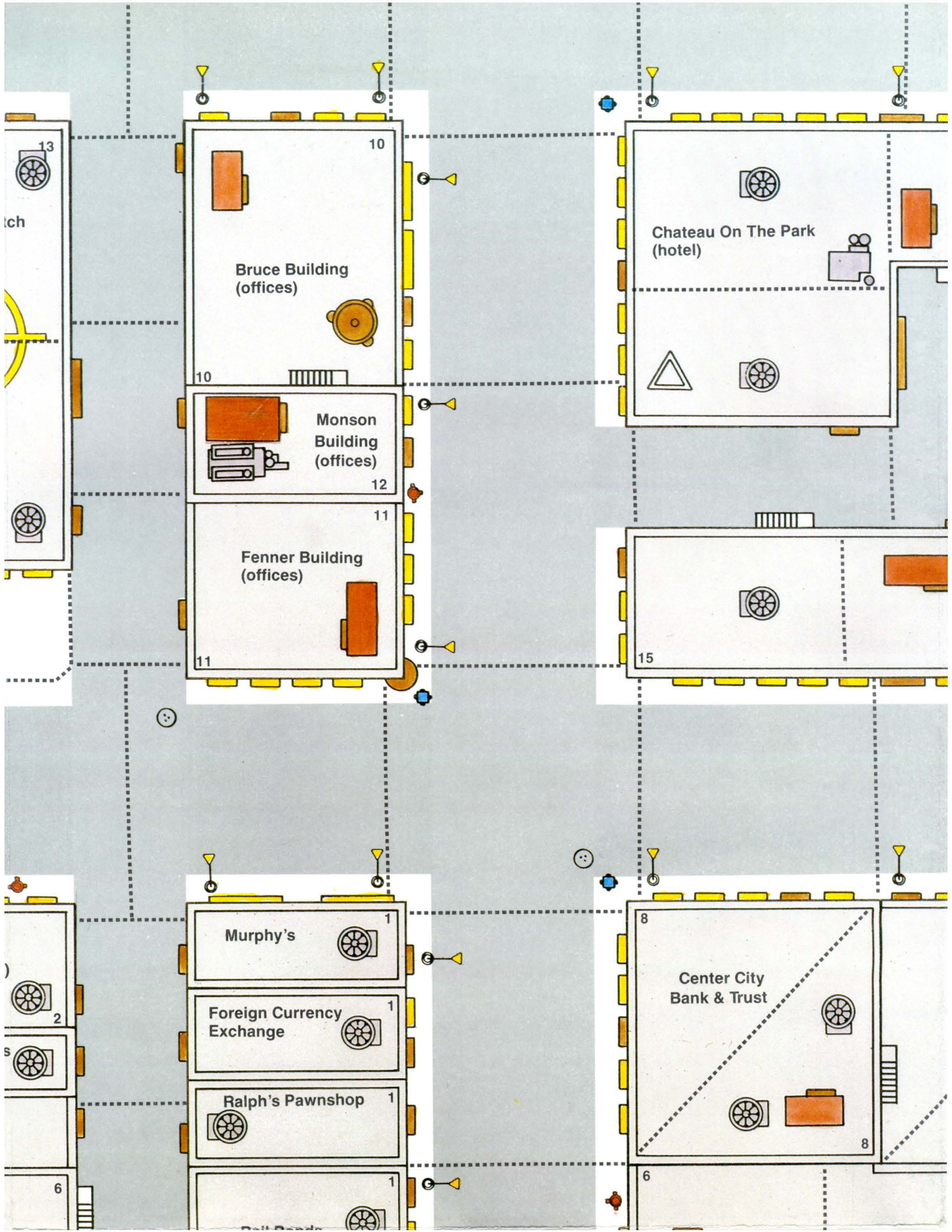
Arnie's Deli

14

15

1

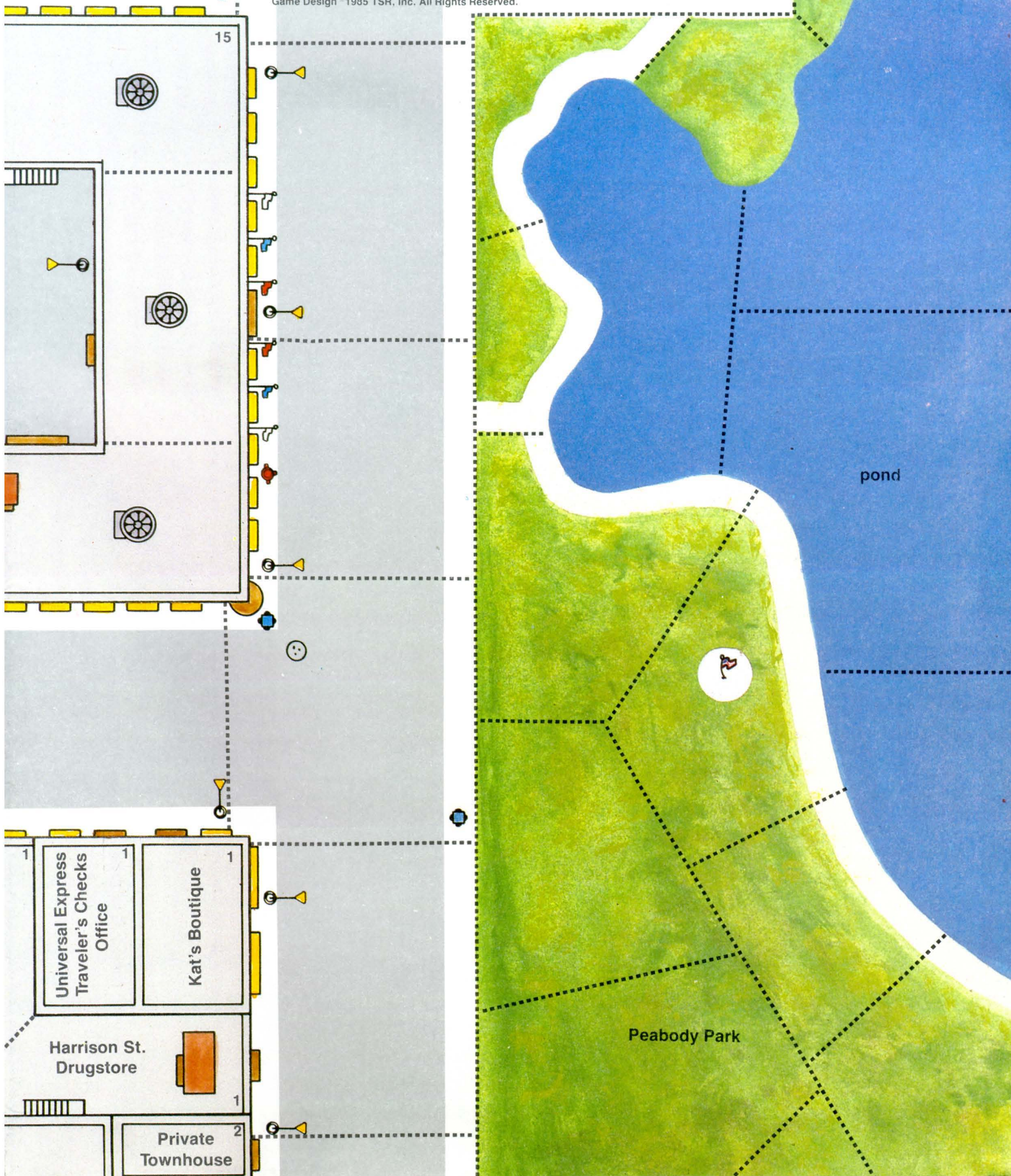
15



CITY MAP #3 FAULT LINE

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W
4th Ave.

N
Hayes St.

N
Garfield St.

New York Building

Police Department
10th Precinct

Police
Training Academy

Fire Department
Station House #127

peaked roof

ONE WAY

